MANCI GAMES ™

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Retro Gaming Magazine

Interview
Steve Woita

RetroBrew:
New Games. Old Sytems
Sega CD - Bug Blasters!
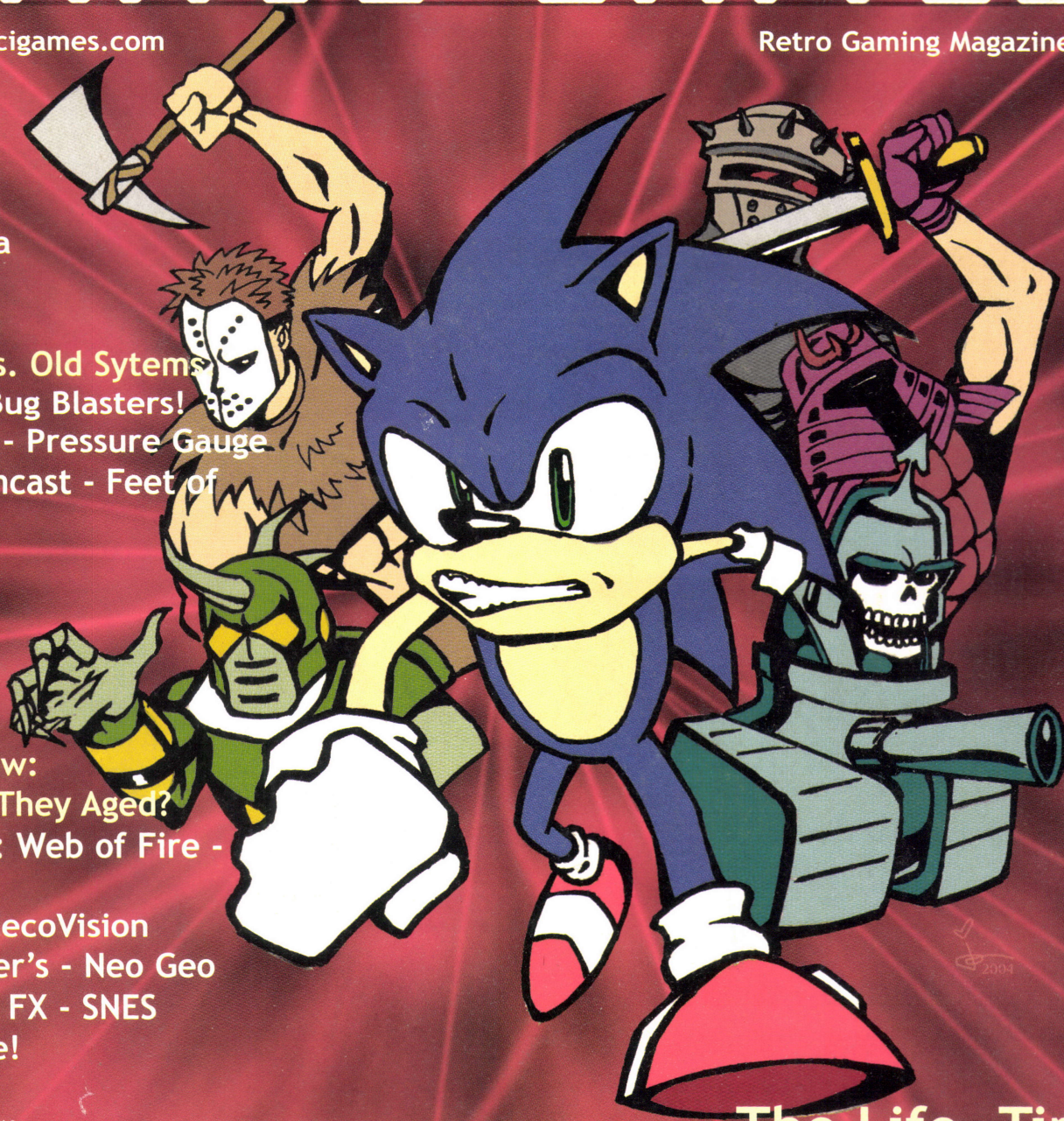Atari 2600 - Pressure Gauge
Sega Dreamcast - Feet of
Fury

RetroReview:
How Have They Aged?
Spiderman: Web of Fire -
Sega 32X
Turbo - ColecoVision
Ninja Master's - Neo Geo
Stunt Race FX - SNES
More Inside!

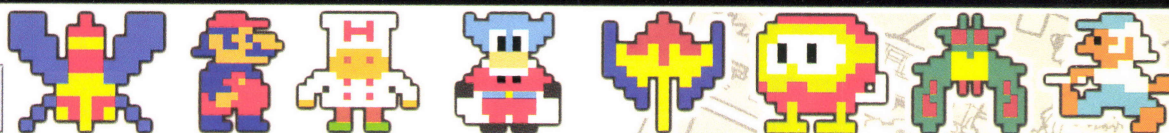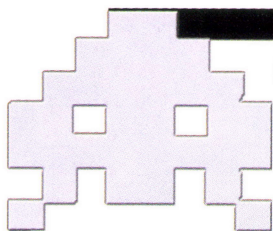**Introducing:**
Exclusive Columnist -
Leonard Herman

The Life, Times,
and Games of
Steve Woita

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DIGITAL PRESS Monthly Price Guide
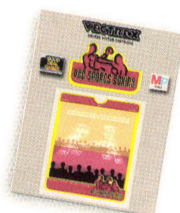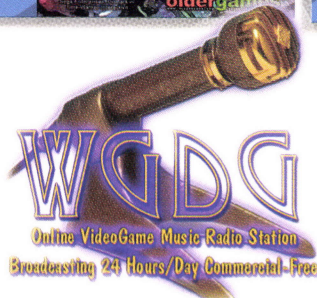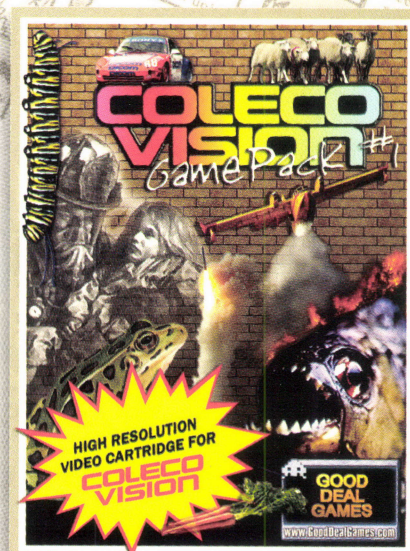
3DO Atari ColecoVision Intellivision Neo-Geo Nintendo Sega TurboGrafx

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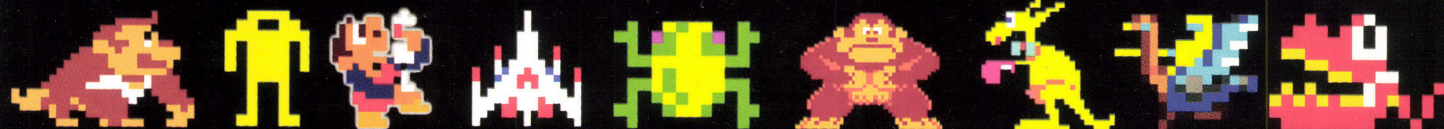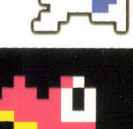## Episode II: Buddy Jaysen Unleashed!

Now it's official: Manci Games Magazine is no longer a glimmer in gamers' eyes. It is a real magazine with blood, sweat, and tears poured into each page. I'm not even exaggerating. There were literally blood, sweat, and tears poured onto each page at the Manci Games launch party, but that is a story for Issue 3!

I can't say enough how thankful we are that gamers everywhere have decided to give this magazine a shot. More importantly, they are supporting us via subscriptions and single copy sales through our retail partners. It's obvious that a mag can't survive unless there are people that want to read it. We are doing everything we can to get the word out, including sending out free copies of Issue 2 to lucky gamers all around the country. If you're one of them, hopefully you like what you see. And hopefully you'll like it enough to subscribe! In the end though, it's our readers who are doing the bulk of the work for us. They are spreading the word via message boards. They are talking to each other about MG at the gaming conventions. And we've even heard some stories of rabid gamers forcing their non-gaming friends to subscribe. Talk about dedication!

So, now you hold Issue 2 in your hands. We received a lot of great feedback for Issue 1, and we've already begun molding the magazine into what you want it to be. Check out the revamped price guide. We've added over 650 new games to the listings, and Joe Santulli has provided a first-rate intro to let everyone know just what exactly it is you are wading through for those eight pages. We've also clarified the taglines that accompany certain section headers, added more pictures, and improved our formatting. Is it perfect? Hell no. Will it ever be? Absolutely not. Our standard has now been set so high, that we will probably never reach it. That means only good things for you, the reader.

Remember, keep letting us know what you think of the mag. Read Issue 2. Check out the new "RetroFade" column, expanded page count, new price guide, and our exclusive chat with Steve Woita. Then send us an email at: feedback@mancigames.com to let us know what you think of it all.

'Till next time...keep your eyes set on the second star to the right.

Jaysen Mercer Editor-In-Chief
jmercer@mancigames.com

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Welcome to the first installment of Readers' Letters. The month following the launch of Issue #1 was pretty amazing. We received a lot of feedback, most of it good, some of it constructive, and even one that was completely negative. Okay, no more delay. Let's get to it!

Multiple Choice

I just finished reading issue 1 of your new magazine. Overall I thought it was decent, however, I would suggest a few things:

1) All of the homebrew game reviews were positive. At least give a numerical rating - in addition you need to rate them honestly. I felt that you were trying not to upset the homebrew developers. I can understand this, but for your magazine it would be best for honest and tough reviewing standards.

2) I would not completely exclude PSOne games, at least the ones that have a retro theme or feel. In fact I would even include XBox, PS2 and Gamecube games in terms of classic compilations.

3) You also might want to revisit and review games supported by Mame. I always enjoy playing new games that I would have never thought to try. Sadly, I have been watching Starcade on G4 which is a good start. :-)

The magazine has lots of promise and I want it to survive. You can expect my payment soon.

- Brad

1) I think we just had a good batch of brews for the first month of the RetroBrew column. When you read about a homebrew within the pages of Manci Games, you are getting exactly what we think. Why would we worry about offending the developers? Also, we have decided against a rating for the RetroBrew section simply to force you to read what we actually thought about the game. You'll thank us for it a year from now.

2) PSOne will actually become "fair game" fairly soon. As for your second wish, that actually comes true in this issue. See the brand new "RetroFade" column that compares Ninja Gaiden for XBOX to the NES version.

3) Anybody else want to see MAME articles? Let us know.

"The review of the cdi zelda games was a bunch of crap."
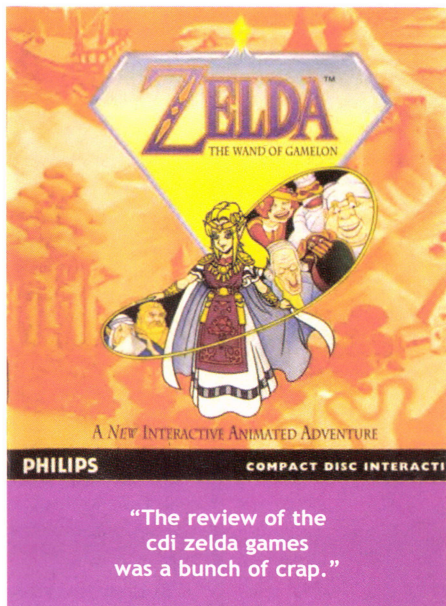
Short and Sweet

GREAT MAG!!!!!!!!

-David Read

And on the Other Hand...

Going to have decline the subscription. Was disappointed with the magazine.
It has potential. Every part of it needs improvement. The review of the
cdi zelda games was a bunch of crap. I don't think i've met one person who
liked those games. Sorry about the mean comments but I'm just being honest.

-David Gonzalez

Thank you for the honest thoughts. While the overwhelming majority of the feedback we have received has been positive, we also agree that there is room for improvement. That's sort of implied in a first issue though... Things take time to mold. Your comments are part of that process, and we appreciate your honesty.

One thing I would ask: have you played all of the CD-i Zelda games? I have not, so I can't really refute your argument.

A Pleasant Surprise

I have to say that I was pleasantly surprised by the quality of your first issue. The interviews and articles were interesting and informative, however, I found the reviews to be a little lacking. At times they were a bit too informal and lacked detail, which is surprising considering the amount of space given to them (one full page). A little tightening of the reviews will make this baby fly! Cant wait for ish #2! :)

-Jeffrey L. Wilson

Thanks for the compliments! What do you guys think of the reviews? We were obviously going for a more "emotional" type of review with these. This hasn't really been done before. The hope is that they spur your interest in a game and make you search out more details. Maybe you like it? Maybe we're crazy? Let us know!

Holy Pitfall!

You guys have done an incredible job with your first issue! Holy Pitfall! It was so great finding out what the creator of one of my favorite games is up to nowadays! Also I found the price guide invaluable at PhillyClassic5. It really helped steer me in the right direction on some purchases. Keep up the good work and make sure issue #2 gets to my house A.S.A.P., I can't wait!

-James Bergman

"Holy Pitfall! It was so great finding out what the creator of one of my favorite games is up to nowadays!"

Power Up!

RETRONEWS

By Zach Meston, "Freelance Weasel"

* Nintendo of America [www.nintendo.com] is debuting its Classic NES Series of Game Boy Advance retro-releases, known in Japan as the Famicom Mini Series, on June 7th. Each of the eight games--Bomberman, Donkey Kong, Excitebike, Ice Climber, The Legend of Zelda, Pac-Man, Super Mario Bros., and Xevious--has a $19.99 MSRP. Along with the old-school octet of games, NoA is launching a Classic NES Limited Edition GBA SP, with an NES-controller paint job, for the same $99.99 retail price as the plain ol' SP. If you're wondering why Nintendo is repackaging its classics as $20 carts instead of $5 e-Reader cards, you only need to check out its phenomenal sales success with previous NES-to-GBA conversions...

CLASSIC NES SERIES
ALSO AVAILABLE: BOMBERMAN, PAC-MAN AND XEVIOUS!

* The 2004 Electronic Entertainment Expo, which commandeers the Los Angeles Convention Center on May 12th, 13th, and 14th, is hosting an exhibit of particular interest to retro-gamers. "The History of Gaming" is being designed, produced, and displayed by the same folks who run the inimitable Classic Gaming Expo [www.cgexpo.com], and will be divided into two areas: an interactive timeline with chronologically arranged displays, and a 1200-square-foot "1980s living room," connected by a hallway of classic coin-ops. ""We're really excited with the display and looking forward to re-introducing the modern gaming crowd to the roots of videogaming," says Classic Gaming Expo organizer and Digital Press co-founder Joe Santulli...
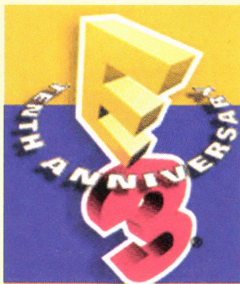
* The retro-gaming community mourns the death of Silas Warner, designer and programmer of the 1983 PC action/adventure Castle Wolfenstein, who passed away on February 26 at the age of 54, after a protracted struggle with kidney disease. Warner's voluminous credits also included Beyond Castle Wolfenstein, Jigsaw for the CD-i, the Sega CD version of The Terminator, and the Commodore 64 version of Red Storm Rising. "[Silas] was one of the most unique, brilliant and memorable characters you could ever meet," says game-audio veteran Tommy Tallarico [www.tallarico.com], who worked with Warner at Virgin Interactive, and who reports that the stories of the 6'9", 320-pound Warner programming in his underwear (!) are absolutely true...
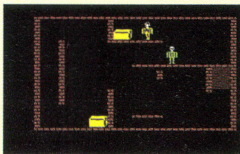
* Pixels Past [www.pixelspast.com] and AtariAge [www.atariage.com] have released the Stelladaptor 2600 to USB Interface, which allows the use of Atari 2600-compatible controllers--including joysticks, paddles, and driving controllers--with Windows, Macintosh, and Linux PCs. Version 2.12 of the z26 Atari 2600 emulator for Windows has robust support for the Stelladaptor, and you can also use the Stelladaptor with any emulator that allows configuration of analog USB controllers, such as MAME32 and MacMAME. The Stelladaptor can be ordered from the AtariAge website for $29.95...

* At the recent 2004 Game Developers Conference, Toru Iwatani--the creator of the 1980 coin-op phenomenon Pac-Man--bemoaned the lack of creativity in the modern videogame market. "The gaming industry will shrink unless we start to see new games," said Iwatani, whose keynote was entitled "The Secret of Pac-Man's Success: Making Fun First." Iwatana added that "it's difficult right now, but I expect to see a recovery in a couple of years," and we can only hope he's right...
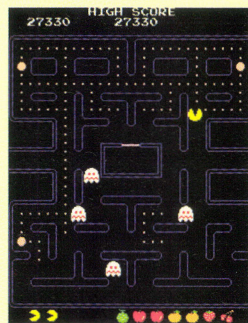
* Tecmo's [www.tecmo.com] recently released and very sweet Xbox remake of Ninja Gaiden contains unlockable emulated versions of all three NES iterations of the series, and here's how to reveal them. First, gather a total of 50 Golden Scarabs and return them to Muramasa, who gives you a Ninja Gaiden disc. Now go to the Clock Tower Plaza of Tairon City. Jump onto the switch/ledge above the multicolored door and shoot an arrow into the face of the Clock Tower. A treasure chest appears on the opposite building. Jump down, go through the doorway, and open the chest for a Ninja Gaiden 2 disc. Now go to the Peristyle Passage and look for a Ninja Gaiden 3 disc above one of the broken pillars (where you'd normally find a scarab). You can play the unlocked games from the Main Menu, if you've completed all 16 chapters of the Xbox game at least once, or the Arcade Machine in Tan's Bar, located in Tarion...

ACTIVISION 10-in-1 TV GAMES by Jakks Pacific
The Classics Never Die and They're Now More Portable Than Ever!

I have to admit that when it was first suggested to me that I should try out one of Jakks Pacific's "10-in-1" games, I was a little apprehensive. After all, Manci Games is about video games as a whole, and in my mind, that includes the cartridge, box, and manual. After spending some time with the Activision 10-in-1, I can't deny that I've come away a changed man.

Take a glance at the picture of the retro-style joystick and you will see just a few buttons: two fire buttons, select, start, and reset. What you don't see is that there is only one wire coming out of the back of the stick. Yep, just a set of RCA cables is all this thing requires to power up 10 classic Activision games. Power is supplied by 4 AA batteries, which lasted about 4 hours straight for us. We actually used the unit during a Pitfall! contest at a local convention. The games worked great, never froze up, and remained true to the original Atari 2600 form.

As we were packing everything up at the end of one of the conventions, I realized that these 10-in-1 game systems are perfect for times when portability is paramount. Why lug around your XBOX on vacation, when you can just whip one of these joysticks into your bag and have a bunch of games that everyone on the trip can enjoy in small doses? The secret to the classic games was that they were easy to catch on to, could be enjoyed by everyone, and didn't require huge chunks of time. Though the graphics are obviously dated (but look fantastic via the new RCA connection), the games are still fun to play. So, next time you are packing for vacation, don't forget to throw in one of the 10-in-1 units to provide

quick bouts of fun (and drinking game fodder!) on those late vacation nights. You just can't go wrong.

Games included in the Activision unit are: Pitfall!, Atlantis, River Raid, Spider Fighter, Crackpots, Freeway, Tennis, Boxing, Ice Hockey, and Grand Prix.

-JM
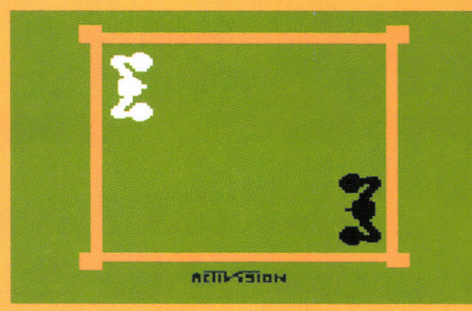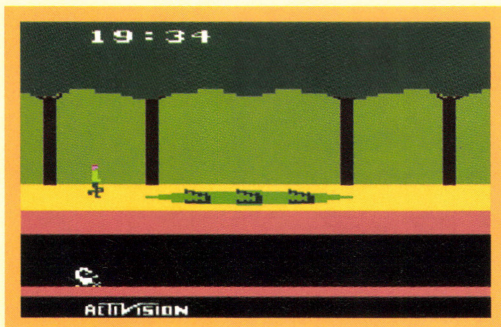
Power Up!

MY ATARI 5200 CONTROLLER BUTTONS DON'T @!#?@! WORK!
or "How I Learned to Stop Worrying and Love the 5200 Controller"
By Steve Logan, "The Old School Gamer"

"My Atari 5200 Controller Buttons Don't @!#?@! Work," or "How I Learned to Stop Worrying and Love the 5200 Controller." - by Steve Logan, "The Old School Gamer"

Ah, yes, the Atari 5200. A truly groundbreaking system with a truly groundbreaking controller. Sadly, they were easily broken and grew unresponsive if left unused for even a couple of weeks!

So what's a gamer to do? Fortunately there are a couple of options to improve button response. This guide will give you the necessary information to help you decide the best path for you. This article addresses button issues relating to conductivity only. Other issues like potentiometer alignment and faulty flex circuits may be covered in future articles. Read On!

Why do I have unresponsive buttons? The main culprit is that all of the buttons in the 5200 controllers are metal discs attached to a latex button pad. It seems these metal discs oxidize quickly, severely compromising the conductivity of the metal disc. If the disc isn't conductive, it can't complete the circuit for whichever button you have pressed. A simple cleaning will not work since the discs will just corrode again. The only permanent solution is to either resurface or replace your button contacts.

Resurfacing your button contacts - This involves coating your button contacts with a conductive solution. This is a good cheap fix, but will likely need to be redone every so often if your controllers see heavy use.

Replacing your button contacts with Gold Plated button contacts - In this case, you simply replace all of your latex button parts with the gold plated replacements available from Best Electronics. These provide excellent long-term performance and superior tactile feedback. This is the ultimate solution to conductivity problems, possibly for as long as you own your 5200. This option is more expensive, but well worth the cash. I'm very pleased with my own set.

Here is what you need:

Regular sized Phillips Screwdriver
Small (optical sized) Flat Blade screwdriver
Q-Tips
50/50 water/isopropanol solution
Empty Egg carton to hold small parts

And either:
New Gold plated Button sets from Best Electronics (www.best-electronics-ca.com)

Or:
Window defroster repair kit (available from most Auto parts stores)
Fibreglass or small Brush

1)   First, remove the plastic bezel that frames the Start, Pause and Reset buttons. Use the small screwdriver to gently pry up a section of the bezel. (PIC 1) Careful not to scratch the bezel! Once done, place the Start/Pause/Reset button latex and its bezel aside.

2)   Next, use a Philips screwdriver to remove the three screws on the back of the controller. Take care not to damage the internal flex circuit. This flexible circuit does not need to be removed and should remain firmly affixed to the bottom base of the controller. Now we will remove the top half of the controller: Firmly hold the controller by the base, and pull up on the top half, gripping it by its sides. As we pull it apart, the reason for removing the top bezel and buttons is apparent: note the tab of flex circuit sliding out from under where the bezel used to be! (PIC 2) The upper part of the controller will lift easily, but the lower part is snapped into place with two posts at the very bottom. It will snap free, but firm even pressure will be needed.

3)   Now you should be able to pull off the numeric keypad latex piece. We also need the fire button latex pieces. These are easily removed by pulling straight up on them. They will come out framed in a small plastic bracket on either side. (PIC 3) Remove the latex fire button pieces from the brackets.

4)   Now is the best time to give those

Step 1: Remove Bezel
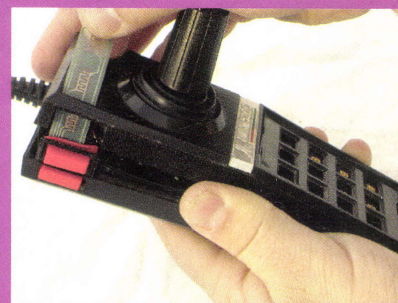
Step 2: Flex Tab Slip
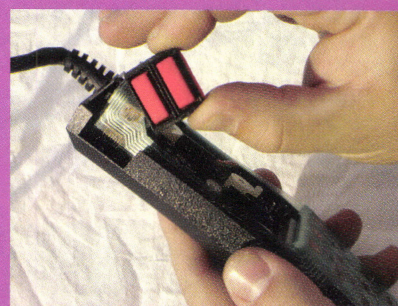
Step 3: Fire Button Remove

flex-circuit contacts a good cleaning. Depending on the condition of your flex circuit, it may need no more than a gentle swabbing with a moistened Q-Tip (ideally 50/50 isopropanol and water). Take special care to clean around each button circuit, including the fire button sides. You may also

MY 5200 CONTROLLER BUTTONS...

Step 4: Flex Resurface
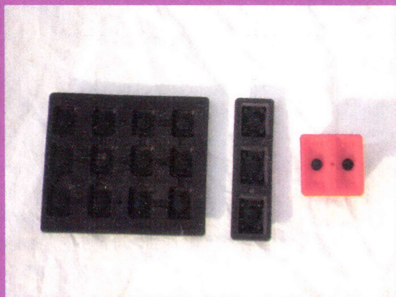
Step 6: BEFORE
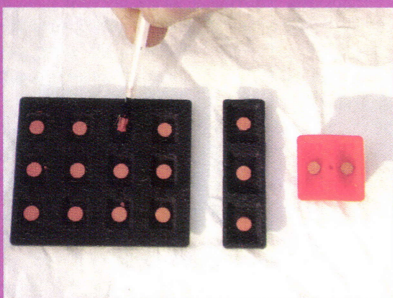
Step 6: AFTER!
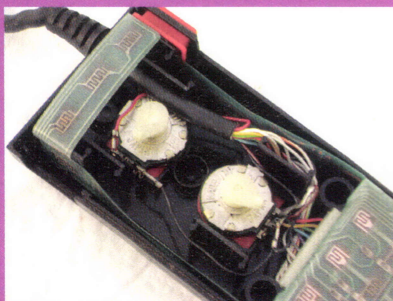
Step 8: Alignment

want to consider very gently brushing these flex circuit contacts with a fine fibreglass brush. (PIC 4) DO NOT sand them, or scrub them otherwise. These circuits are only printed on, and can be scratched off. The idea is to make the flex circuits shiny and conductive, not torn or broken. Do not leave any dust or residue behind. As you can see, the contacts in the flex circuit in the photo are much shinier after a gentle brushing.

Now, if you have decided to replace your latex buttons with gold plated ones from Best Electronics, grab them and skip ahead to Step 7. If you've decided to resurface your existing latex buttons read on...

5)   Lets bring these old buttons back from the abyss! Take out all of your latex button pieces and turn them face down in front of you. If the latex and black discs are very dirty, clean them. You always clean a

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**"Ah, yes,
the Atari 5200.
A truly groundbreaking
system..."**

</div>

surface prior to painting it right? That's what we are going to do: paint those discs with a conductive solution. If you have the fibreglass brush handy, you can gently roughen the surface of each black disc, to help the 'paint' bond with it.

6)   After prepping the buttons, it's time to shake up that window defogger kit. It should come with a small brush. Paint the bottom contact surface of each black disc with a thin coating of the defogger repair solution. After it dries, apply a second coat. The bottom of all the black discs should take on the color of the defogger repair solution, and be smooth and flat. Let this dry for an hour or so. We want it to be well bonded, as this is a surface that will be seeing friction over time. Any parts that are uneven or bumpy will be prone to premature flaking, especially in the heavy use buttons, like the fire buttons. (PIC 5)

7)   Let's put this baby back together! These controllers are VERY particular about proper assembly, so take your time. Put the

fire buttons back in their brackets, and slide them down into their slots. Then place the numeric keypad squarely on the flex circuit.

8)   VERY IMPORTANT! You must now re-align the potentiometer posts. DO NOT spin these around, or force them past their turn/stop points. (re-alignment of pots is a different repair and may be addressed in a future article). Simply put the top pot post at the exactly nine o'clock position, and the bottom pot post at the six o'clock position. (PIC 6) Things are about to get tricky...

9)   Get the top half of the controller, and thread that flex circuit tab from the bottom half back into the Fire/Pause/Reset slot on the top half. (PIC 2) Orient the joy-stick to dead center, and lower the top half of the controller back onto the bottom half. This will be tricky, and may take a few tries. Be patient! The key is to be able to line up the non-centering stick plates and the pot posts exactly. A small screwdriver may be handy to make minor adjustments to the position of the numeric keypad, to make everything fit nicely. SNAP! If you've done it correctly, the two halves will fit flush, all of the buttons will be springy, and the non-centering stick will rotate in circles smoothly. If it does not rotate smoothly, you've missed a pot post, and need to start at Step Eight again. My first time doing this took quite a few tries, but it gets easier with practice.

10)   Grab the Fire/Pause/Reset button piece, and place it squarely in its space, after ensuring that flex circuit tab is flat and squared in place. Now you can snap in that bezel we started with. SNAP!

11)   Replace those three screws on the back of the controller and play! (PIC 7)

Enjoy! Now you should be able to Start and Pause games at will, rapid fire in Missile Command, and pull off jumping and firing in Moon Patrol! Have Fun!!

Sweet
Victory
At Last!

THE LIFE, TIMES, AND GAMES OF STEVE WOITA

The Long and Winding Road of Game Design

By Jaysen Mercer

The landscape of game design is drastically different today than it was in 1982. In those days, one person took a game from a spark in his or her mind's eye to a finished cartridge. Things began to change during the Nintendo Entertainment System (NES) era. When 16-Bit hit, teams were already climbing into the double-digits. Then came the Sony Playstation, and the design landscape became almost unrecognizable to those who had designed the early Atari 2600 games.

One of those early designers is Steve Woita. His name may not be as instantly recognizable as David Crane or Yuji Naka, but his fingerprint has touched many popular games across an equally impressive number of systems. Now, Mr. Woita provides us with a mesmerizing tale of how things were, how things came to be, and where things may go in the future.

Wotia got his start on a game called Quadrun, for the Atari 2600. If you're a casual gamer, you are probably mumbling, "Quad-what?" If you're a collector, you know Quadrun all too well.

Quadrun was the first game to use in-game voice-modulation without the need for additional external hardware. "It was very hard to get the voices into the game," Woita begins. After fooling around with a couple of different ideas, he finally decided to feature it as a novelty between levels. "By doing it that way, I was able to shut down all other processes and devote 100% of the processing to the voice."

And whose voice is it that yells, "Quadrun! Quadrun! Quadrun!"? Woita reveals, "Actually, that voice is none other than my own!" He jokes that he still takes
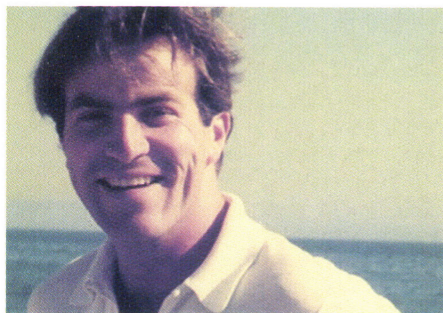
friendly jabs from his friends all these years later. "Everytime they see me, it's 'Hey! It's Quadrun, Quadrun, Quadrun, Woita!'"

Once the game was done, Steve got the unfortunate news that the game would not be seeing general release. "The problem was that marketing did focus testing with the wrong group of people. I aimed Quadrun at an older crowd, but they focus tested it on what seemed like a bunch of 12-year old girls. All they seemed to be able to say was, 'It's not like Ms. Pac-Man!' which was the big game of the time, or, 'It's too hard!'"

Woita recalls that there were a couple of other games designed around the same time that were deemed "too hard" by marketing: Battlezone and Gravitar. "These were all great games!" Woita says. "Atari decided to release them as special promotions through the Atari Club. Only around 10,000 of each cart were made." While Battlezone and Gravitar went on to see a larger release, Quadrun retained its place in history as one of the more rare 2600 games and has the collector's value (around $450, complete) to prove it.

Soon after the release of Quadrun, the great video game crash of the early 80's put a damper on Woita's career. After Nintendo released the NES, Atari noticed that the console was actually catching on. So, they formed a new division called Tengen that focused solely on producing games for the re-emerging home console market. It was Tengen that eventually provided Woita with a new incubator for his talents.

Off he went to help create a true NES classic: Super Sprint. Super Sprint was actually a home conversion of an arcade sequel to an old coin-op called Sprint 2, which was released by Kee Games way back in 1976. "Sprint 2 actually looked and played a lot like what you see in Super Sprint, right down to the little oil slicks on the road, but it was in black-and-white. I played this game a ton when I was a kid at our local bowling alley. I liked the game so much that I would try to figure out how long it would take me with my paper route money to buy that actual arcade game and put it in our house!" Hardcore at an early age! We like it!

So what exactly did Mr. Woita do for the NES conversion? You will be surprised. "I did three or four of the main track layouts. Most of my work was done on regular old-fashioned graph paper. I had to chart out the drone car positions cell by cell. It was very time consuming work that required a lot of patience. Bill Hindorff was the main programmer on the game and worked with me through the whole process."

It was at Tengen that Woita began to learn one of the disheartening truths of the new era of game design: scrapped games. "I think for every game I had released, there were five more that never saw the light of day."

One such game he remembers from his Tengen days was Police Academy for the NES, which featured a unique cursor driven movement system where you would lead the character around in a way similar to a PC game. "The game tested extremely well in focus groups, but management canned it anyway."

Saying the game "tested extremely well," is probably an understatement. "Some of the kids in the focus group said they had played it for over 100 hours and still were having a lot of fun with it. I'm real-

ly not sure why they scrapped it. The official line was that since it had tested so well, they just wanted to add more people to the project to ensure its success. Even though my version was almost completely done and had tested very highly, they nixed it and totally started from the ground up," Woita laments. "The ironic thing is that the second version also never saw release," he says.
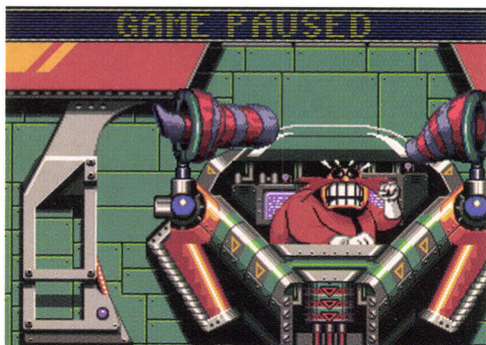
Of course, it would be impossible to talk about Tengen without remembering the myriad legal battles Nintendo waged against Tengen during the late 80's. Tengen was the first major publisher to challenge Nintendo's licensee system. Woita remembers one particularly humorous moment during a discussion about chip shortages for upcoming Tengen games. "I asked everyone what the big deal was and why we just didn't order a larger number of chips from Nintendo. Everyone just kind of stared at me. You see, Tengen wanted to make their own chips but I didn't know that because I just started working there."

Tengen did actually get enough chips to produce its games and went on to produce such classics as Tengen Tetris, Paperboy, and Cyberball for the NES. Eventually, it was time once again for Mr. Woita to move on.

Move on he did... to Sega of America. "I had just got done with a game of tennis when a friend of mine asked me to come over and interview with Sega. I was soaking with sweat and wearing a Bart Simpson 'Underachiever' shirt." To many gamers, that probably sounds like the perfect interview suit. Steve, however, had a different perspective. "I was in no shape to interview, but my friend eventually talked me into it and in I went. I interviewed with Mark Cerny, who I really liked working with once I was there. He's without a doubt, one of the best game designers and programmers in the world."

At this point, I couldn't help but to ask the age-old question... Could Genesis really do what Nintendon't? "Well you know it did have Blast Processing!" Steve laughs. "I had heard people talking about that term and wondered what the heck these guys were talking about. I had never seen anything in the system documentation that even looked like 'Blast Processing.' I think it was a guy by the name of Mike Latham who was just trying to rename a hardware function called DMA, or Direct Memory Access."

Blast Processing or not, the Genesis had its first certifiable icon in Sonic

the Hedgehog in 1991. By this time, Steve had earned a good reputation within Sega and was asked to help out with the Sonic sequel. "I worked on the bonus rounds that took place in between levels. The 3D pipe stages. I mainly focused on the layout of the rings. Although I didn't work on the 3D effect directly, I know that the people that did work on it did some amazing tricks!"

Steve recalls that one nice caveat to working on a Sonic game was the chance
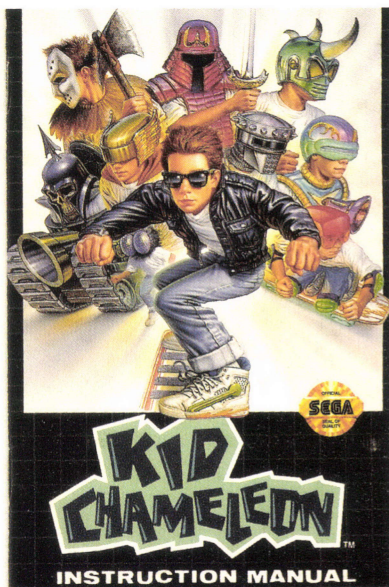
to work with Yuji Naka, creator of Sonic Team and the Sonic games. "I worked with Yuji Naka on a very limited indirect basis. I've worked with some great programmers. He is one of the best."

Steve even remembers what must be the earliest recollection of what eventually became Billy Hatcher and the Giant Egg for the Nintendo Gamecube (released in 2003). "I remember him talking about a game that involved something pushing around an egg. It sounded kind of crazy, but the guy was a genius so we figured there was some type of great game hidden in there somewhere."

A game involving something pushing around an egg could only come from the mind of a Japanese developer. Steve recalls the experience of working with members of the Japanese design team as being extremely pleasant, thanks to project manager Mark Cerny's efforts to help bridge the cultural gap. "We got along great, due in large part to the daily meetings that Mark encouraged all of us to attend. He even offered Japanese language and culture classes."

Of course, a funny story or two doesn't hurt the cause either, "There was one Japanese guy who told us about how shocked he was about the portion sizes of our food. He just thought it was incredible the amount of food we could eat!"

In the midst of all the fun and excitement of working on a major franchise's first sequel, there was also a fair amount of stress. "You'd have to ask Yuji Naka for more detail, but I did get the impression that they had a lot of pressure on them. I think Naka knows how to handle the pressure though. It's very clear that he's the one that has the last word on how the game plays and that's why the Sonic games he's involved with do so well," says Woita.

The eventual release and success of Sonic the Hedgehog 2 in late 1992 paved the way for what is one of the strangest treatments of any company's mascot: Sonic Spinball. The game consists of four levels set in a pinball-like setting, with Sonic as the pinball.

Since we were now in an era of designer teamwork, Woita didn't program every facet of the game. "I designed how the last boss in the game would play. Basically Jason Plumb (a great game designer / programmer I worked with) and I were in charge of getting the last round in the game finished in all respects. There were only four rounds in the game, so whatever discoveries

THE LIFE, TIMES, AND GAMES OF STEVE WOITA continued....

we made in our round were passed along to the rest of the team so they could implement in theirs."

One of those discoveries was that... well... the game had major problems during the preliminary phases. "One of the biggest problems was that the frame-rate was horrible. It was the first console game that I've ever done in C. It was not my idea to do it in C, but that's a long story. Both Jason Plumb and I and a bunch of others at Sega did our part to help clean up a lot of that mess and get the game to run at a respectable frame rate. Some of the code did have to get converted to raw native 68000 code."

Eventually, things were cleaned up to the point that Sega felt it was ready for release. Gamers dug the unique treatment of one of their favorite characters. They were not alone. "I loved playing Sonic Spinball. I thought it was a very entertaining game," reminisces Woita.

After spending so much time with Sega's spiked blue hero, Woita was ready for a change of pace. He got it in the form of Kid Chameleon (Kid C), a forgotten classic for the Sega Genesis.

According to Woita, Kid C was intended to start a new franchise for Sega's Genesis console, but things didn't quite turn out that way. "It didn't get as much push from marketing as it should have. It was also a little more difficult to absorb compared to the simplicity of Mario. As far as I'm concerned, it is one of the elite platformer games."

No doubt that Kid C was a fairly complex platformer at a time when most involved simply running right and hitting one or two buttons. After speaking with Steve for some time about Kid C, I realized that writing about it within the context of this feature wouldn't do the game justice. It truly was a groundbreaking game that just failed
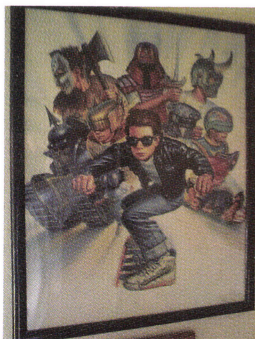
The Original Artwork to Kid Chameleon Framed On Steve's Wall

to catch on with the public. Look for an exclusive "making of" feature on Kid C in an upcoming issue!

As with all good things, Steve's time at Sega eventually came to an end and he found himself working on, of all things, the Nintendo Virtual Boy. The Virtual Boy went down into history as an abysmal failure and a black mark on Nintendo's reputation. Gumpei Yokoi, the inventor of both the Nintendo Game Boy and Virtual Boy eventually lost his job at Nintendo after his invention failed to catch on with the public. That is a shocking statement, considering the Game Boy is still carrying Nintendo on its slim shoulders all these years later.

Woita has a different view of the system. "Believe it or not, the Virtual Boy was just an awesome and unique machine to program for. It had a really nice processor. It really was a unit with a lot of potential. It's a shame it ended the way it did."

Steve even enjoyed the programming environment, which was drastically different than what most people have experienced while designing games. "You had to program, compile, and download the game into the Virtual Boy development box, which was connected between the Virtual Boy unit and the computer. Then you had to look into

the actual Virtual Boy unit to see what everything looked like. If you made a change, you had to slide the chair back over to the computer, make your changes, compile, download, slide back over to the VB unit and see what happened. It was very entertaining and gave me a lot of exercise!"

Entertainment is one thing. Fear for one's life is another. "One thing that is kind of frightening if you really think about it is how the 3D effect worked. A series of red LED lights were reflected off of mirrors that shined into your eyes. The scary part is that those mirrors were spinning around inside that headset only a quarter-inch from your eyes. When you think about it, you had 2 tiny glass mirrors rotating at a speed of 50hz just a quarter inch from your eyes!"

Thankfully, Steve's eyes were spared and he was able to complete one game for the system: Waterworld, based on the Kevin Costner movie of the same name. "Both Jason Plumb and I were the project leaders on this product and Shane Moura was our amazing artist. We were left totally alone to fully design and program this game. I wanted it to have an old school gameplay feel while doing it all in 3D. When we first designed it on the computer, it looked like a top down Asteroids type of game. It ported to the VB very easily. Again, the VB was a great system to program for. I really thought it was a good game and everyone who tried it enjoyed playing it."

Gamers felt the same way. The game sold out of its full production run of 50,000 units, a first for Ocean of America.

After working on a conversion of the game for the Sega Saturn (which never saw release, much to Woita's dismay - see interview), Steve moved on to 3DO where he co-programmed some of the Army Men games for PSOne and WarJetz (along with fellow Atari Alum Howard Scott Warshaw) for the PS2. Most would agree that it has been an amazing ride that few would be able to survive, let-alone thrive in. However, Steve Woita persevered and left a legacy of respected, and most importantly, fun games in his wake.

Be sure to check out Mr. Woita's newest games at www.tinygames.com!

On Kid Chameleon:
"It didn't get as much push from marketing as it should have. It was also a little more difficult to absorb compared to the simplicity of Mario. As far as I'm concerned, it is one of the elite platformer games."

STEVE WOITA

How the little compnay that could actually did and the meaning of life

Steve Woita recently provided us with an exclusive interview regarding his past, present, and future. Read on for gaming insight!

How do you feel about Quadrun's collector's value?

It feels kinda weird to have a game with that type of value. It is good to know that people care. Now, whether it's because they think it's a good game, or just because it is rare, that is another story. I prefer to think that it is because it is a good game!

What brought you to Tengen?

I actually asked to be a part of the Atari coin-up division, but once they learned of my past history with Atari's home consumer division (remember Tengen was actually Atari's new home division), they wanted me to do home games and promised me that I would get to do some coin op games after I did a few 8 bit NES games.

Tengen was considered by many to revolutionize the way home console business was done. Is there anything that you can share with us regarding your thoughts and feelings during this era?

I really was not too involved with the business side of those decisions. I suppose I was probably a little naïve at the time also. Looking back, I did agree with Nintendo on the way they wanted to approve and regulate the quality side of the games coming out. They had learned from the great video game crash and were applying it to their business model to make sure that it didn't happen again. On the other hand, I really did not like the way they made publishers prepay for their carts. Nintendo got paid whether the game sold or not. They had no risk.

You spent a little bit of time working on some unreleased Super Nintendo games. What was your first impression of it? How did it compare to the Genesis?

I really liked it because I came from the 6502 world of assembly language programming and this machine had the new 65816 processor which maintained all of the original instructions that the old 6502 had plus a ton of new ones. The big difference was the fact that you could switch from 8 bit mode to 16 bit mode on the fly. It was awesome to know that now I could switch from an 8 bit accumulator to a 16 bit one!

Who won the 16-Bit Console War: Sega, Nintendo, NEC's TurboGrafx-16? Why?

I would have to say that the Genesis won.

Did you get any headaches while programming the Virtual Boy games?

The thing about it was that you had to have the depth perception tables worked out perfectly in order for it to work correctly. It was supposed to appear as though it was about 19 feet away from you, even though it was only a quarter inch away from your eyes. There is a funny story regarding our work on Waterworld where some tester guys took the game to look at it before we actually had the depth perception tables worked out. They were playing the game in what we designers called, "Ill-Mode." I'll spare you on the details of how things worked out for them, but let's just say that they should've asked me first before taking the game.

Are there any professional regrets in your life?

On a personal level, I really would have liked to continue my studies and received a PHD degree in Computer Science, but I guess I just get too side tracked with the game programming stuff to further that goal.

Any design related regrets?

I think I should have been a little more headstrong about my own projects. That's something that I noticed the Japanese designers are really good at. If they have an idea they feel strongly about, they really stay behind it.

Do you have time to do any gaming? If so, what is your current system of choice? Favorite games?

I am really enjoying the PS2 at the moment. They have the top of the line software selection right now. As for individual games, I have really been enjoying a lot of different EA games lately. Those guys seem like they really know what they are doing. If I were to get back into the console business, that is the type of environment I think I would enjoy.

FUN QUESTIONS

MG Wants You To Rank the following consoles:
Atari 2600, NES, Genesis, SNES, Virtual Boy

Woita Says:
2600, PS2, Genesis, NES, SNES/Virtual Boy (tie)

Interview

What was your favorite console platform to program for? Why?

It was easily the Atari 2600. You had to know both the hardware and software side of things since it was so intricately tied together. It also tied in nicely with my Electronics of Engineering degree.

What was your least favorite console platform to program for? Why?

Even though I am a Sega fan, I have to say the Sega Saturn. It was just...bad. It was literally like a bag of parts and you had to solder them together. It used a really strange dual processor setup that got strangled by one data bus that was not managed well. Even the original designers didn't know what it could and couldn't do. It was also the first real stand-alone disc-based system, so that presented its own challenges.

Any other games that you worked on that didn't see a release that you were sorry to see not happen?

One of my favorites was a game called Spinny and Spike for the Sega Genesis. It was a game that featured nothing but boss battles. It was very unique for its time, and is probably still a unique idea today. I went away to work on Sonic Spinball for a period of time and when I got back, the game had been hi-jacked by an art guy. Nothing against art guys, but some of them should not be designing games. He totally wrecked the game.

Another one I hated to see go was Waterworld for the Sega Saturn. That game was complete and was in gold master form when the plug was pulled. It was a phenomenal game with fantastic graphics and even better music. It is a real shame that the world never got to see it.

What are you up to now?

I've been programming some smaller games and some games in the Java environment. You can check out my current work at www.tinygames.com.

Do you have a favorite game out of your recently published ones?

I really enjoy Clickum and ZenWordz. ZenWordz is a Scrabble-like game that has
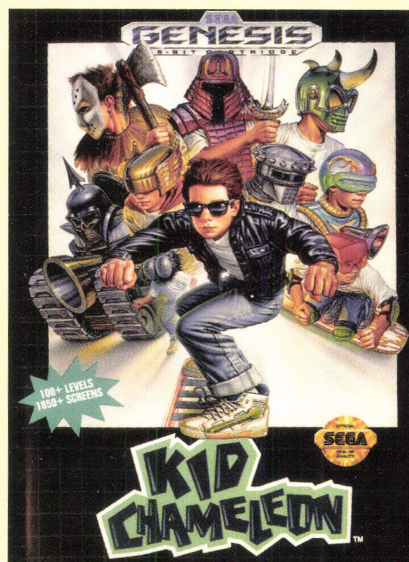
no time limit. It features the Scrabble dictionary, which may have been a mistake, because it allows many strange two-letter words that most people don't even know exist. Stuff like "aa".

What do you want the world to know about your current work?

Well in the game business there are two kinds of games you can work on: The first type of game is a game that the company you work for wants you to work on and probably hired you to do. The second type of game that you can do is your own game. You know what I mean, the kind of game that's been rattling around your head since the last game you worked on. I can't wait to oversee the development of the current idea that's in my head and see it out on consoles some day.

Does part of the appeal in designing these smaller games come from the challenge of programming in such a confining environment?

Definitely. The limitations become the benefits for the game design itself.

Do you have any plans to return to console game programming? Or are you already involved in something?

I would love to get involved with some kind of 2D project on the current platforms. I

think there is a large market out there that is getting passed over by the current trends. Can you imagine a Kid Chameleon-like game with today's graphics capabilities?

The costs involved with doing that type of game would be so much less expensive, that I really am surprised that we have not seen people really try to attempt this yet. You could have a smaller team with a more focused mindset that could produce a game for a relatively lower amount of money. The profit margin would be unbelievable.

Also, I really would like to do at least one coin-up game. I never really had the chance to do that, and although coin-up seems like it is dying, I would love to be able to get the chance to walk into an arcade and see people reacting to my game.

What's it feel like going from doing everything in a game, programming, art, sound, game design etc. to just doing one of those things?

It took years and years for me to adjust to that for today's type of game development styles and the consoles they play on. It can work if everybody reaches deep down within the team and can really ask this one question..."What part of game development am I the best at and just focus on that...I tend to want to be part of every process in order to build a game, but that's because I started out in the Old School and now working on the big console games you have to focus on one part of the development process and be the best at it and hope the whole game gets stitched up right.

Thanks again Steve! And remember, to check out Mr. Woita's new work at www.tinygames.com

TAKE ME OUT TO THE 8-BIT BALLGAME!

The Baseball Games of the Nintendo Entertainment System

By Hans Niedermair

A devilish-looking character wielding a spiked bat steps up to the plate. A menacing blue robot warms up in the on-deck circle. Frenzied fans cheer from the stands in a small stadium floating in the depths of outer space.

While this may sound like a far-fetched vision of a futuristic baseball game, it's actually a recollection of a game from years gone by - about 15 years ago... on the Nintendo Entertainment System (NES).

With baseball season upon us, MG felt that it would be a good time to take a look at some of the Nintendo baseball games of the past. In all, 20 baseball games were released for the NES in North America. Amazingly, only six of them came in the form of sequels. Retrogamers would do well to check out some of the all-stars in this line-up. Even some of the bench-warmers are worth a look, if only for a laugh.

Baseball - Nintendo - 1984

Since Baseball was one of the NES launch titles, we'll cut it some slack. That being said, it's about as exciting as watching one of those exercise infomercials at four in the morning on a slow Saturday night. The fielders control like they're trapped in molasses, game options are minimal, and the graphics are terrible.

Still, for game-store manager John Sauerbaum, the first baseball game on the NES stirs up fond memories. "The game was so simple, yet entertaining at the same
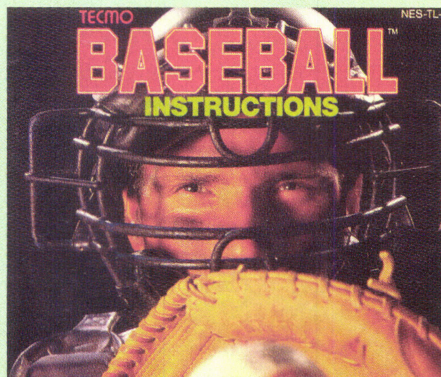
time," says John. Apparently, not entertaining enough. Nintendo didn't publish another console baseball game in North America until 10 years later, with Ken Griffey Presents Major League Baseball for the Super Nintendo.

RBI Baseball - Tengen/Namco - 1987

The thing most people remember about the original RBI Baseball is that the players are shockingly obese. Maybe that's why the fielders are so agonizingly slow, making the one-player game under-whelming at best. On the other hand, batting and pitching is decent, providing for a pretty solid two-player game. There are only 10 teams to choose from, but they do feature real players of the time like Dwight Gooden

and Frank Viola.

Collectors take note. There were actually two versions of this game released: a Nintendo licensed version (gray cart), and an unlicensed Tengen version (black cart).

Bases Loaded - Jaleco - 1988

Only Mega Man had more sequels on the NES than Bases Loaded. When the first game was released, it wowed NES gamers with terrific graphics at the plate, solid gameplay, and digitized speech. Bases Loaded and its three sequels maintained a lineup of 12 fictional teams and players, a password system, and frustratingly slow fielders.

Major League Baseball - LJN - 1988

Major League Baseball was the only NES game to carry the Major League Baseball license. It's also possibly the worst baseball game to ever carry the MLB license. MLB's lousy graphics and abominable sound are just the top of the order. The opponent AI is positively asinine. Throws to unmanned bases and seeing the wrong fielder go for the ball are common occurrences. Batting cleanup is a series of glitches that include having routine throws to second-base end up in the stands and seeing intrepid players push their way through the backstop to enjoy a jog through the crowd - which is probably the most entertaining part of this amazingly horrible game.

Baseball - NES 1984

Bases Loaded - Jaleco 1988

RBI Baseball - Tengen/Namco 1987
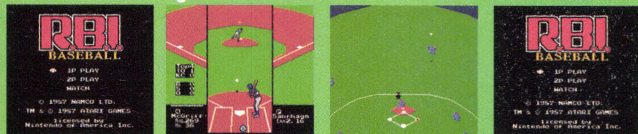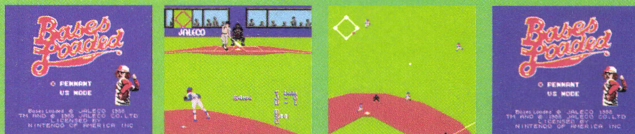
Major League Baseball - LJN 1988
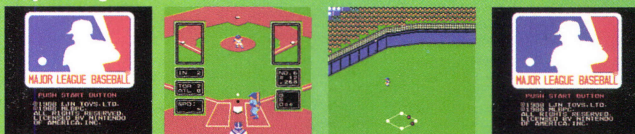
Tecmo Baseball - Tecmo - 1988

Released around the same time as Bases Loaded, Tecmo Baseball provided a similar perspective at the plate, as well as digitized speech. Small fielders, non-MLB teams, and a password-based one-player mode make the game even more like Bases Loaded. Tecmo Baseball has the upper hand in play control, while Bases Loaded has more realistic graphics.

Baseball Simulator 1.000 - Culture Brain - 1989

Missile hits, inhuman leaps to thwart a homerun, and an emphasis on customization are some of the reasons why many regard Culture Brain's Baseball Simulator 1.000 as one of the best of the NES baseball games.

Teammates are equipped with "Ultra" moves that result in such escapades as a pop-fly that explodes on impact, impossibly fast throws from left field, and the ability to stop a pitch in mid-air.

Players can also edit names, attributes, and Ultra moves. To top it off, BS 1.000 is the only NES baseball game that allows players to go through a full battery-backed 162-game season, complete with stat-tracking.

Six very different stadiums round out BS 1.000, including one floating in space that features an extremely low and shallow homerun fence, making it very much a hitter's ballpark.

Baseball Stars - SNK - 1989

To many NES gamers, Baseball Stars is the holy grail of baseball carts. Crisp graphics, excellent control, and great tunes are just the beginning of the many good things you can say about this game. Players can create a team, play a battery-backed stat-tracked 25-game season, and earn money with which to upgrade players.

Opposing teams represent the best of the NES lot: the weak SNK Crushers (featuring SNK characters), the Lovely Ladies, and the Ninja Blacksox are just a few of them. Who needs the Yankees when you've got 9 Lovely Ladies?

"Diving catches, player salaries and the ability to climb the back wall to stop a homerun - the game was all about fun," says Kris Plazek, a lifetime NES gamer.

When asked what his favorite NES baseball game is, Paul Bragiel, founder of

the Chicago-based Paragon 5 whose GBA games include Karnaaj Rally and Hardcore Pinball added, "No thought needed...it's Baseball Stars." Even industry insiders are crazy about this game!

Bases Loaded 2 - Jaleco - 1989

Bases Loaded 2 features a couple of improvements over the original: speedier fielders and a graphical upgrade. These are minimal improvements at best, and make the game seem more like Bases Loaded 1.5. One other interesting feature of BL2 was noted by game-store owner Paul Malinowski, "The funniest thing about the game is that every once in a while, if you'd bean the batter, there would be a bench-clearing brawl."

Bad News Baseball - Tecmo - 1990

BNB consists of a bunch of kids playing baseball while pink rabbits with surprisingly authoritative voices act as umps. Sound harebrained? Maybe...but it's also a lot of fun. BNB is a straightforward game that is fast-paced and easy to play. There are even some amusing cut-scenes thrown in for good measure. One of the few knocks on BNB is a NES standard: the fielders are somewhat slow.

Dusty Diamond's All-Star Softball - Broderbund/Tokyo Shoseki - 1990

Dusty Diamond stands out among gamers for two main reasons: a wide variety of wacky players to choose from (including

Tecmo Baseball - Tecmo 1988

Baseball Simulator 1.000 - Culture 1989
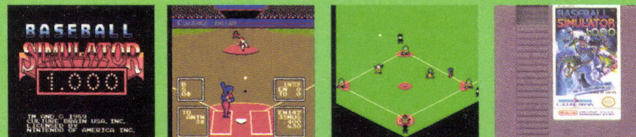
Baseball Stars - SNK 1989

Bases Loaded 2 - Jaleco 1989

Bad News Baseball - Tecmo 1990
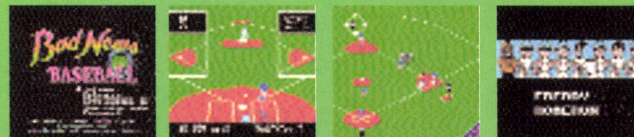
Dusty Diamond's All-Star Softball - Broderbund 1990

TAKE ME OUT TO THE 8-BIT BALLGAME contd.

Diablo the devil-man, and Sid the punk rocker) and five unique stadiums that feature their own rules and obstacles (like boulders in the outfield). The gameplay is solid as well, with the exception of slow fielders (again, the pestilence of NES baseball games).

Legends of the Diamond - Bandai - 1990
        One on the lesser-known NES baseball games, LotD separated itself from the pack with its roster of Hall-of-Famers. Besides that, it's mostly a run-of-the-mill baseball game. Trying to blow a Steve Carlton fastball past Ty Cobb is a novelty at first, but it wears off pretty quickly. Some of the positives of LotD include solid graphics, the option of playing on grass or Astroturf, and variable wind and weather conditions - an uncommon feature in 1990.

Little League Baseball Championship Series - SNK - 1990
        LLBCS possesses the same great gameplay of another SNK game: Baseball Stars. The graphics are a little more cartoon-like and there are no salaries to worry about. The season mode is gone too. Instead, up to 16 players can participate in a tournament with little-league teams from around the globe.

RBI Baseball 2 - Tengen/Atari - 1990
        RBI 2 was released after Tengen

fell out of favor with Nintendo (see Tetris) and thus was an unlicensed game. However, it does have an MLBPA license and a full roster of teams and players - something RBI 1 lacked. The fat players are gone, but the graphics still aren't great, and the newly svelte players are still as slow as the obese players from the original.

Bases Loaded 3 - Jaleco - 1991
        BL3, released in 1991, might be the best game in the BL series. Along with the requisite improvement in graphics, the

game allows players to edit player names and stats, choose between three stadiums, and try for a "perfect game," which in Bases Loaded 3, means earning a score of 100 based on your performance. For example, striking out will cost points, while turning a nice double play will earn points. Bases Loaded 3 also broke an unwritten rule of baseball video games: when fielding, home plate is at the top of the screen instead of at the bottom. It's a tough transition to make, but once accepted, the visuals and mechanics are much improved over BL2.

Legends of The Diamond - Bandai 1990

Little League Baseball - SNK 1990

RBI Baseball 2 - Tengen 1990
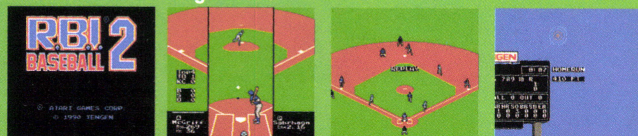
Bases Loaded 3 - Jaleco 1991

Roger Clemens MVP Baseball - LJN/Sculptired Software 1991

BaseWars - Ultra/Konami 1991

Roger Clemens MVP Baseball - LJN/Sculptured Software - 1991

Roger Clemens MVP Baseball doesn't bring much innovation to the plate. The graphics are nice by NES standards and feature a unique field-level perspective, but there isn't much to be said after that. All of the MLB cities of the time are represented, but team names and logos are changed: Look for the Minnesota Hounds and Toronto Bears. Player names are also changed, sometimes in an amusing fashion. Do you remember Minnesota's first baseman, K. Pucker?

BaseWars - Ultra/Konami - 1991

Of all the NES baseball games, BaseWars is the one hit into extreme leftfield. Players must field a team of upgradeable robots who pitch, hit and duke it out with robotic weaponry. Be sure to buy robot upgrades, repair players, and check battery-backed stats and standings between games. Definitely, good times. Fielding controls are touchy, but the graphics are pretty nice.

Bo Jackson Baseball - Data East/Beam - 1991

There's nothing that can ruin a game faster than bad control, and the creators of Bo Jackson Baseball decided that their game should feature bad control. While the game offers some unique play perspectives, amusing voice samples, and a pitch selection menu, the fielding controls are horribly slow. The graphics are detailed, but are also dark and ugly. Speaking of dark and ugly, the fielders move a lot like Beavis and Butthead (remember them?).

RBI Baseball 3 - Tengen/Atari - 1991

RBI 3 is exactly like RBI 2, except that you can select team rosters from different years. This doesn't even feel like RBI Baseball 2.5. More like version 2.01.

Baseball Stars 2 - Romstar - 1992

The sequel to Baseball Stars gave a little and took a little. Added are four different stadiums. Gone are the name-changing option in the team creation mode and the memorable teams like the Lovely Ladies and Ghastly Monsters. Instead, we get dull teams like the Detroit Arrows and Memphis Bluesox. Baseball Stars 2 is still a great game, but inferior to the original.

Bases Loaded 4 - Jaleco - 1993

Bases Loaded 4 was released in the waning days of the NES. It was, if anything, a questionable release. While the game has improved animation and a stadium for every team, other features found in BL3, such as the "perfect game" and player name editing are gone. The only other notable addition is a helpful but sometimes distracting fielding radar. You'll need that radar too, because the computer is nasty - with fielders making golden glove type plays on every hit, and batters punishing every pitch.

The Nintendo Entertainment System unquestionably saw its fair share of baseball games. An interesting sub-collection would be to collect all of them. Fortunately, more than a few of them actually swing for the fences. Others? Well... they are still a novelty, right?

Bo Jackson Baseball - Data East / Beam 1991
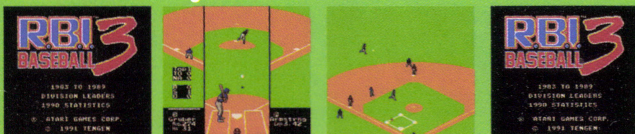
Baseball Stars 2 - Romstar 1992

RBI Baseball 3 - Tengen / Atari 1991

Bases Loaded 4 - Jaleco 1993
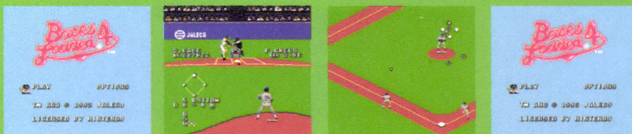
INTRODUCTION TO PRICE GUIDES

By Joe Santulli

Price guides are tricky business, and I'd have to believe that pricing video games is the trickiest of all tricky businesses. With most collectibles, there are a manageable number of factors that go into a price estimate: quality of merchandise and desirability of merchandise. Video games have the unique distinction among collectibles as being functional and interactive as well as displayable. In fact, there are quite a few gamers who only collect games they enjoy, completely ignorant of actual value.

Ignorance is bliss.

For the other type of collector - the one who looks at the current and potential future value as part of a video game transaction, there are so many factors to consider. You start with the common collectible elements: What condition is it in? Will the popularity of the item affect it's worth in the future? Then you add in the elements specific to video gaming: Does it come with its original manual, box, and packaging? Does the game actually work? Is the game interesting or unique in any way? Is this thing really sealed or did someone re-seal it?

So many questions to consider. Questions that even the greatest guide to collecting video games cannot answer perfectly every time. The crew at Digital Press and Manci Games are here to assist, however, and you'll find on these next few pages a general outline for "what they're worth". These are guidelines that take some of these things into account. For example, we're going to give you the value for the game in it's "complete" form (all packaging with the game intact), as well as that of a new (sealed) and incomplete (loose) find of that same game. We'll even tell you which games have improved or declined in value since our previous report.

Prices are derived from every possible source imaginable. The twelve-year historical database of Digital Press, the prices from our favorite trade-in shops, online auctions, internet storefronts, video game expos and local gatherings, and old fashioned common sense. The team that compiles this data has been doing so for a long, long time, and remains quite active in their pursuit of video game knowledge, not the least of which are the current values of each of the titles in their domain.

You'll notice that the listings do not include EVERY system and do not include EVERY game for them. The systems presently represent 20 of the most popular game systems ever introduced in the US, including a palette of consoles from the venerable Atari 2600 (launched in 1977) to the fairly recently deceased Sega Dreamcast (launched in 1999).

To further keep the lists to not only a manageable size but also to one which you can truly use to "hunt" with, we've developed a formula that cuts out the fat and gives you nothing but the tender meaty bits. Those bits can best be described as representing "the top 90% of the entire library's estimated dollar volume intersected with the top 35% of the entire library's title count". Thus, if you do not see a particular game on this list, it falls into the "below threshold" area, which we have also averaged and supplied for each of the list's 20 systems.

Remember, these numbers are guidelines. A clever collector can ALWAYS find or barter for for less, a wealthy collector may ALWAYS pay more. You are now officially prepared to hunt and collect!

Game ON.

3DO

	Loose	Complete	New
*Below Threshold Avg	2	4	6
3DO Action Pak	8	20	35
3DO Maniac Pack	10	25	35
Bust-a-Move	4	10	15
Captain Quazar	6	15	25
Casper	4	10	15
Creature Shock	4	10	15
Crime Patrol	4	10	15
Cyberdillo	4	10	15
Cyberia	4	10	15
D	5	12	17
Daedalus Encounter	4	10	15
Demolition Man	5	10	12
DinoPark Tycoon	25	80	120
Doom	6	15	18
Dragon Lore	6	10	25
Drug Wars	4	9	12
Flashback	4	10	15
Gunslinger Coll 3/1	5	15	18
Hell: A Cyber Thrill	4	12	15
Icebreaker	4	10	15
Johnny Bazookatone	4	9	12
Jurassic Park Int	4	10	15
Killing Time	4	10	15
Kingdom: TFR	4	10	15
Lemmings	4	10	15
Lost Eden	10	25	30
Lucienne's Quest	20	45	65
Mind Teazzer	6	15	18
Need for Speed	5	13	20
Neuro Dancer	15	40	50
Night Trap	10	35	45
Panzer General	5	10	15
Phoenix 3	4	10	15
Plumbers Don't Wear	5	12	18
PO'ed	8	15	25
Putt-Putt Joins..	4	10	12
Putt-Putt's Fun Pack	4	11	15
Quarterback Attack	4	11	12
Road Rash	4	10	15
Robinson's Requiem	4	10	15
Seal of the Pharoah	4	10	15
Sewer Shark	8	15	18
Snowjob	8	20	29
Space Hulk: VotB	4	10	15
Space Pirates	4	10	15
Star Control II	10	35	40
Star Wars: Rebel As.	8	12	20
Virtuoso	4	10	15
Zhadnost: TPP	4	15	18

ATARI 2600

	Loose	Complete	New
*Below Threshold Avg	9	14	20
Action Pak	40	60	85
Air Raid	800	>999	>999
Artillery Duel	25	38	54
Art. Duel/Chuck Norr	12	18	26
Art. Duel/Ghost Mano	40	60	80
Art. Duel/Spikes Pea	40	60	80
Assault	75	90	120
Asterix	25	38	54
Atari Video Cube	30	45	65
Atlantis	12	18	26
Bachelor Party	40	60	75

	Loose	Complete	New
Bach. Party/Gigalo	40	60	75
Back to School Pak	40	60	85
Bank Heist	15	23	33
Beat 'Em & Eat 'Em	20	30	44
B. 'Em & E. 'Em/Lady	35	53	76
Berenstain Bears	75	113	175
BMX Airmaster	350	525	700
BMX Airmaster	350	525	700
Bogey Blaster	15	23	33
Boing!	60	100	150
Bumper Bash	90	135	200
Burning Desire/Bach.	35	53	76
Cakewalk	150	300	500
Cannon Man	20	30	44
Chase / Chuckwagon	75	113	175
Checkers	12	18	26
China Syndrome	15	23	33
Chuck Norris Sprkick	25	38	54
C. N./Ghost Manor	45	70	95
C.N./Spike's Peak	40	60	80
Color Bar Generator	150	225	n/a
Condor Attack	200	300	435
Copy Cart	100	150	225
Cosmic Commuter	15	23	33
Cosmic Corridor	30	45	65
Cosmic Swarm	30	45	65
Crash Dive	12	18	26
Crazy Climber	100	150	225
Cross Force	15	23	33
Crypts of Chaos	12	18	26
Cubicolor	600	n/a	n/a
Custer's Revenge	40	65	90
Dare Diver	12	18	26
Death Trap	65	75	100
Demolition Herby	35	53	76
Demon Attack	12	18	26
Demons to Diamonds	15	23	33
Dice Puzzle	35	53	76
Dishaster	25	38	54
Double Dragon	12	18	26
Dragonstomper	15	23	33
Earth Dies Screaming	15	23	33
Eli's Ladder	>999	>999	n/a
Escape / Mind Mas	15	23	33
Espial	30	45	65
Exocet	35	53	76
Fatal Run	25	38	54
Frankenstein's Monst	12	18	26
Frogger II: Threeede	25	38	54
Frogger, Official	40	65	90
Gas Hog	75	113	175
Gauntlet	>999	>999	n/a
Ghost Manor	25	38	54
Glib	90	135	200
Great Escape	75	90	120
Gremlins	20	30	44
Guardian	40	75	95
H.E.R.O.	12	18	26
Halloween	80	120	175
Harbor Escape	40	70	85
I Want My Mommy	25	38	54
Ikari Warriors	300	500	750
James Bond 007	15	23	33
Jawbreaker	20	30	44
Jungle Fever/KotT	35	53	76
Karate	750	>999	>999
King Kong	20	30	44
Klax	20	30	44
Laser Gates	25	38	54
Lochjaw	250	375	550
London Blitz	25	38	54
MagiCard	>999	>999	n/a
Malagai	500	750	>999
Marauder	40	75	85
Marine Wars	25	38	54

	Loose	Complete	New
Master Builder	75	113	175
Masters of the Univ.	12	18	26
Math Gran Prix	15	23	33
Miner 2049'er	18	27	39
Miner 2049'er Vol II	75	113	175
Mines of Minos	40	80	90
Mogul Maniac	12	18	26
Montezuma's Revenge	18	27	39
Motocross Racer/TtB	100	150	225
Motorodeo	450	675	800
Mototcross Racer	35	53	76
Mr. Do!	12	18	26
Mr. Do!'s Castle	75	113	175
Music Machine	200	300	435
Obelix	65	80	125
Out of Control	185	278	400
Party Mix	35	53	76
Pengo	25	38	54
Pepsi Invaders	500	750	n/a
Philly Flasher/C.B.	35	53	76
Piece 'O Cake	15	23	33
Pigs in Space	15	23	33
Polaris	20	30	44
Pooyan	18	27	39
Q*Bert's Qubes	150	225	325
Quadrun	300	450	650
Quest Quintana Roo	30	45	65
Rabbit Transit	30	45	65
Racing Pak	35	53	76
Raft Rider	18	27	39
Ram It	25	38	54
Rescue Terra I	75	113	175
River Patrol	350	525	700
River Raid II	12	18	26
Robin Hood	45	70	85
Robin Hood/Sir Lanc.	50	75	100
Roc 'n Rope	12	18	26
Room of Doom	30	45	65
Rubik's Cube	60	75	100
Scuba Diver	35	53	76
Sea Battle	35	45	n/a
Sea Hawk	35	53	76
Shootin' Gallery	15	23	33
Shuttle Orbiter	50	75	100
Sir Lancelot	45	70	85
Smurfs Save the Day	45	n/a	n/a
Space Canyon	40	70	85
Space Chase (mon.)	300	n/a	n/a
Spacemaster X-7	15	23	33
Spike's Peak	35	53	76
Spitfire Attack	15	23	33
Springer	60	80	120
Spy Hunter (w/ Coup)	20	30	44
Star Strike	12	18	26
Star Wars: Arcade Gm	20	30	44
Stargunner	45	68	95
Steeplechase	15	23	33
Stellar Track	15	23	33
Strategy X	20	30	44
Stronghold	150	300	500
Stuntman	40	75	85
Sub Scan	12	18	26
Sub. Commander	60	75	100
Subterranea	30	45	65
Super Challenge Base	12	18	26
Super Challenge Foot	12	18	26
Superman	12	18	26
Survival Island	75	n/a	n/a
Survival Run	12	18	26
Sword Fight	35	45	n/a
Sword of Saros	75	n/a	n/a
Swordquest: Water.	75	113	175
Tank Brigade	40	70	85
Tanks But No Tanks	30	45	65
Tapper	25	38	54

Tax Avoiders	12	18	26
Texas Chainsaw Mass.	50	75	120
Threshold	18	27	39
Thunderground	12	18	26
Time Pilot	15	23	33
Title Match Pro Wres	12	18	26
Tomarc the Barbarian	40	75	90
Tooth Protectors	125	200	500
Track & Field	25	38	54
Tunnel Runner	15	23	33
Universal Choas	25	38	54
Up 'n Down	75	113	175
Video Jogger	50	125	200
Video Life	>999	>999	>999
Video Reflex	50	125	200
Wabbit	12	18	26
Wall Ball	25	38	54
Wall Defender	75	90	120
Xenophobe	25	38	54
X-Man	400	600	750
Z-Tack	75	90	120

ATARI 5200

	Loose	Complete	New
*Below Threshold Avg	6	9	13
Astrochase	12	18	26
Ballblazer	15	23	33
Beamrider	15	23	33
Bounty Bob Strikes B	250	375	550
Frogger II: Threeede	15	35	50
Gremlins	15	30	45
Gyruss	15	25	35
H.E.R.O.	15	23	33
James Bond 007	20	25	35
K-Razy Shoot-Out	25	40	55
Meteorites	90	135	200
Miner 2049'er	15	18	25
Montezuma's Revenge	25	38	55
Mountain King	15	23	33
Mr. Do!'s Castle	35	55	75
Pengo	10	15	22
Quest Quintana Roo	15	23	33
Rescue on Fractalus	15	20	25
Robotron: 2084	10	15	22
Space Shuttle: Journ	10	15	22
Star Wars: DSB	30	60	80
Zaxxon	20	45	75
Zenji	20	30	44
Zone Ranger	10	30	35

ATARI 7800

	Loose	Complete	New
*Below Threshold Avg	4	6	9
Alien Brigade	20	30	44
Basketbrawl	15	23	33
Commando	4	10	15
Double Dragon	20	25	35
F-18 Hornet	10	15	20
Fatal Run	5	12	17
Ikari Warriors	20	35	50
Kung Fu Master	18	20	25
Mean 18 Ult. Golf	30	55	60
Motorpsycho	15	20	30
Pete Rose Baseball	18	25	40
Rampage	18	25	30

Summer Games	4	10	15
Super Skateboardin'	5	12	17
Tank Command	50	70	80
Title Match Pro Wres	6	15	22
Tomcat: F-14 Figh. S	12	15	20
Water Ski	30	40	60
Xenophobe	25	38	55

ATARI JAGUAR

	Loose	Complete	New
*Below Threshold Avg	3	8	12
Air Cars (B&C)	16	40	58
Air Cars (ICD)	32	80	116
Alien vs. Predator	12	30	44
Atari Karts	12	30	44
Battlesphere	30	75	110
Battlesphere Gold	80	200	290
Breakout 2000	20	50	75
Caves of Fear (CD)	6	15	22
Cybermorph (2 Meg)	10	25	36
Defender 2000	8	20	29
Hyper Force	30	75	110
Iron Soldier II	24	60	85
Iron Soldier II (CD)	14	35	50
Missile Command 3D	10	25	36
Pitfall: Mayan Adv.	6	15	22
Protector	30	75	110
Protector SE	30	75	110
Rayman	6	15	22
Skyhammer	35	55	80
Soccer Kid	30	75	110
Tempest 2000	6	15	22
Towers II	24	60	85
World Tour Rac. (CD)	14	35	51
Worms	28	70	90
Zero 5	24	60	85

ATARI LYNX

	Loose	Complete	New
*Below Threshold Avg	1	2	3
A.P.B.	5	12	18
BattleWheels	4	10	15
Battlezone 2000	8	20	29
Block Out	6	15	22
Blue Lightning	6	15	22
Checkered Flag	8	20	29
Double Dragon	10	25	36
Dracula the Undead	7	14	22
Hard Drivin'	6	15	22
Joust	12	15	20
Lemmings	12	20	30
Ms. Pac-Man	8	20	29
Ninja Gaiden	6	15	22
Ninja Gaiden III	19	25	35
Pac-Land	6	12	18
Paperboy	6	15	22
Qix	5	12	15
Rampage	6	15	22
RoadBlasters	5	12	17
Robotron: 2084	10	25	36
Rygar	5	12	17
Scrapyard Dog	6	15	22
Super Ast./Mis. Com.	8	20	29
Super Off-Road	8	20	29
Ultimate Chess Chall	8	20	29
Warbirds	5	12	17

Xenophobe	6	15	22
Zarlor Mercenary	5	12	17

COLECOVISION

	Loose	Complete	New
*Below Threshold Avg	10	15	22
Alcazar: TFF	30	45	45
Alphabet Zoo	25	38	54
Amazing Bumpman	25	38	54
Aquattack	45	70	90
Art. Duel/Chuck Norr	65	85	95
Blockade Runner	30	45	45
Boulder Dash	40	60	60
Campaign '84	30	45	65
Choplifter	20	30	44
Chuck Norris Superk.	25	38	54
Dam Busters	20	30	44
Evolution	20	30	44
Fathom	30	45	65
Flipper Slipper	30	45	65
Frantic Freddy	25	35	50
Frogger II: Threeede	25	38	54
Gust Buster	25	38	54
It's Only Rock 'n Ro	35	50	75
Jukebox	30	40	45
Jungle Hunt	35	55	75
Kung Fu Superkicks	25	38	54
Montezuma's Revenge	20	30	44
Motocross Racer	30	45	65
Moto. Racer/Tomarc	150	225	300
Mountain King	30	45	65
Mr. Do!'s Castle	35	55	75
Oil's Well	25	40	55
One-on-One Bsketball	30	45	65
Q*Bert's Qubes	65	115	175
Quest Quintana Roo	20	30	44
Robin Hood	35	50	75
Robin Hood/Sir Lance	125	225	300
Rolloverture	35	53	75
Sammy Lightfoot	45	70	95
Sector Alpha	50	75	100
Sir Lancelot	30	45	65
Skiing	25	38	54
Slurpy	55	100	150
Smurf: Paint 'n Play	25	38	54
Spectron	30	45	65
Super Action Soccer	45	60	95
Super Crossforce	25	45	65
Super Sketch	125	150	225
Threshold	30	45	65
Tomarc the Barbarian	40	80	95
Tourn Tenn. (Imagic)	40	60	105
Tourn Tenn. (Tele.)	25	45	60
Up 'n Down	40	60	85
Wing War	25	40	55
Word Feud	40	60	85
Zenji	25	38	54

INTELLIVISION

	Loose	Complete	New
*Below Threshold Avg	4	6	9
Big League Baseball	15	23	33
Body Slam S.P. Wres.	25	38	60
Championship Tennis	12	18	26
Chess	15	23	30

	Loose	Complete	New
Chip Shot S.P. Golf	15	23	35
Commando	15	23	35
Congo Bongo	75	110	160
Conv. French	100	150	250
Defender	17	26	35
Dig Dug	24	36	50
Diner	30	45	65
Donkey Kong Jr.	10	15	22
Dreadnaught Factor	10	15	22
Fathom	30	45	65
Frog Bog	10	15	22
Hover Force	25	38	55
Jetson's Way with Wo	22	33	50
Kool-Aid Man	15	23	35
Learning Fun I	25	38	55
Learning Fun II	25	38	55
Melody Blaster	20	30	45
Mind Strike	20	30	45
Mountain Madness S.	18	27	40
Mr. Basic M. BnB	20	30	45
Nova Blast	15	23	33
Pac-Man	15	23	33
Pac-Man	12	18	26
Pole Position	25	38	55
Q*Bert	16	24	35
Safecracker	12	18	26
Scooby Doo Maze	25	38	55
Sewer Sam	15	23	33
Slam Dunk SP Bsktbal	18	27	40
Slap Shot SP Hockey	18	27	40
Space Arm. Act. Net	10	15	22
Spiker! SP Vllyball	50	75	110
Stadium Mud Buggies	30	45	65
Sub Hunt	10	15	22
Super Pro Decathlon	40	60	85
Super Pro Football	15	23	35
Thin Ice	15	23	35
Thunder Castle	17	26	35
Tower of Doom	17	26	35
Triple Challenge	15	23	35
Tropical Trouble	15	23	33
Truckin'	15	23	35
Turbo	35	53	80
USCF Chess	20	30	45
White Water!	15	23	35
World Champ. Bsball	15	23	35
World Cup Soccer	15	23	35
World Series MLB	20	30	45
Worm Whomper	10	15	22
Zaxxon	15	23	33

NEO GEO

	Loose	Complete	New
*Below Threshold Avg	23	58	85
Aero Fighters 2	36	90	131
Agg. of Dark Kombat	30	75	109
Art of Fighting 3	100	250	350
Double Dragon	200	500	725
Fatal Fury 3: RttFV	32	80	116
Galaxy Fight	30	75	109
Garou: MotW	200	500	725
King of Fighters '00	120	300	435
King of Fighters '01	110	275	400
King of Fighters '02	100	250	350
King of Fighters '03	120	300	435
King of Fighters '94	36	90	131
King of Fighters '95	40	100	145
King of Fighters '96	60	150	218
King of Fighters '97	50	125	181
King of Fighters '98	50	125	181

	Loose	Complete	New
King of Fighters '99	60	150	218
Kizuna Enc.: STB	>999	>999	>999
Last Blade 2, The	100	250	350
Last Blade, The	100	250	363
Last Resort	32	80	116
Matrimelee	120	300	435
Metal Slug	>999	>999	>999
Metal Slug 2	200	500	725
Metal Slug 3	100	250	363
Metal Slug 4	110	325	400
Metal Slug 5	120	300	435
Metal Slug X	160	400	580
Neo Turf Masters	100	250	350
Ninja Commando	40	100	145
Ninja Master's	100	250	350
Puzzled	48	120	174
Rage of the Dragons	120	275	400
Real Bout Fatal Fury	90	225	326
Real Bt Fat. Fury 2	140	350	500
Real Bt Fat. Fury Sp	90	225	326
Samurai Shodown 3	60	150	218
Samurai Shodown 4	100	250	363
Samurai Shodown 5	110	275	399
Savage Reign	40	100	145
Sengoku 2	40	100	145
Sengoku 3	48	120	174
Stakes Winner	100	250	350
Street Hoop	30	75	109
Super Sidekicks 3	30	75	109
Super Sidekicks 4	>999	>999	>999
SVC Chaos: SNK vs C	104	260	377
Viewpoint	40	100	145
Voltage Fight. Gowc.	140	350	500
Windjammers	48	120	174
World Heroes Perfect	120	300	435

NINTENDO 64

	Loose	Complete	New
*Below Threshold Avg	4	12	16
BattleTanx: Glo. As.	6	21	30
Bomberman: Second	12	30	40
Bust-a-Move 2: A.E.	8	23	27
Bust-a-Move '99	9	25	35
Donald Duck Goin Qu.	9	25	35
Duck Dodgers	11	28	41
Elmo's Letter Adv.	5	22	25
Elmo's Number Journ.	5	20	22
FIFA '99	5	25	30
FIFA Soccer '98	4	20	22
Flying Dragon	7	20	24
Goemon's Great Adv.	8	20	24
Harvest Moon 64	18	45	65
Hydro Thunder	10	25	30
Indiana Jones T.I.M.	8	20	30
Int. Sup. Socc '00	6	25	28
Int. Sup. Socc '98	8	20	25
Kirby 64: The C. S.	10	25	35
Legd of Zelda: OoT G	9	20	30
Legend of Zelda: MM	10	25	35
Legend of Zelda: OoT	9	20	30
Mario Golf	9	20	29
Mario Party	9	20	29
Mario Party 2	9	22	28
Mario Party 3	9	27	37
Mario Tennis 64	9	23	30
Monopoly 64	7	20	23
Monst.Truck Mad. 64	6	20	22
Ms. Pac-Man Maze	8	20	23
New Tetris	7	22	27
NFL Blitz Special Ed	6	21	30

	Loose	Complete	New
NHL Blades of Steel	4	20	22
Nuclear Strike 64	8	20	29
Ogre Battle 64: PoLC	9	22	40
Paper Mario	10	26	35
Pokemon Stadium 2	12	30	42
Polaris SnoCross 200	9	24	28
San Francisco Rush 2	9	24	35
Scooby Doo: C.C.C.	8	27	37
Snowboard Kids 2	9	25	32
Spider-Man	12	30	42
StarCraft 64	16	32	50
Stunt Racer 64	9	22	35
Super Bowling	8	26	30
Super Smash Bros.	9	22	30
Tom & Jerry: FoF	7	22	27
Tony Hawk's P.S. 3	8	20	28
Vigilante 8: 2nd Off	8	20	29
World Cup '98	4	23	25
Worms Armageddon	11	28	40

NINTENDO NES

	Loose	Complete	New
*Below Threshold Avg	3	6	12
6-in-1 (Caltron)	75	150	200
6-in-1 (Myriad)	150	250	300
Action 52	35	125	200
Addams Family, The	5	8	12
Addams Family: PSH	7	11	30
AD&D: Dragonstrike	7	11	15
AD&D: Pool of Radian	8	20	40
Adventure Island	7	11	15
Adventure Island II	9	15	40
Adventure Island III	12	20	50
Adv. in the Magic Ki	5	8	11
Adv. of Lolo II, The	12	25	50
Adv. of Lolo III, Th	20	40	80
Adventures of Lolo	8	15	35
Adv. of Rocky & Bull	5	8	11
After Burner	4	10	12
Air Fortress	4	8	10
Airwolf	5	8	10
Al Unser Jr. Tur. Ra	5	8	11
Alfred Chicken	5	15	35
Alien 3	5	8	11
All-Pro Basketball	6	7	10
Alpha Mission	4	8	11
Amagon	5	8	11
American Gladiators	6	7	11
Anticipation	6	8	10
Arch Rivals	4	8	11
Archon	5	10	12
Arkanoid [w/ cont.]	20	30	44
Arkista's Ring	5	8	11
Athletic World	4	7	10
Attack of Killer Tom	6	8	11
Bad News Baseball	6	8	11
Balloon Fight	5	9	11
Bandai Golf Chall: P	4	8	10
Bandit Kings Anc. Ch	15	30	80
Barbie	8	15	25
Bard's Tale, The	10	15	30
Barker Bills Trick S	6	9	11
Base Wars: CSS	5	8	10
Baseball Simulator 1	4	8	10
Baseball Stars	10	20	75
Baseball Stars II	18	40	95
Bases Loaded 3	5	7	10
Bases Loaded 4	3	6	10
Batman	5	8	10

Game				Game				Game			
Batman Returns	7	11	15	Golf Grand Slam	8	20	30	Mission Cobra	8	20	30
Batman: RotJ	5	8	11	Gyruss	5	7	10	Monster Truck Rally	7	11	15
Battle Tank	7	11	15	Harlem Globetrotters	5	8	10	Moon Ranger	7	15	30
Battleship	8	10	40	Hatris	8	15	50	Motor City Patrol	7	15	25
Battletoads & DD: UT	10	25	80	High Speed	7	11	15	Ms. Pac-Man	14	21	30
Best of Best Ch. K.	4	7	10	Hollywood Squares	7	11	15	Ms. Pac-Man	12	18	26
Bible Adventures	6	9	11	Hook	5	8	11	Nintendo World Ch. 9	>999	n/a	n/a
Bible Buffet	8	15	22	Hot Slots	175	325	750	Nobunaga's Amb II	12	28	50
Bigfoot	5	8	11	Hudson Hawk	4	7	11	Operation Sec Storm	14	30	60
Bignose Freaks Out	15	30	40	Immortal, The	6	9	11	Pac-Man	14	21	30
Bignose F.O. (Alad>)	10	15	22	Imp. Miss. II (AVE	5	8	11	Pac-Man	10	15	22
Bignose the Caveman	6	8	11	Imp. Miss. II (SEI	6	10	11	Pac-Mania	10	16	40
Bill & Ted's Ex. V.G	5	8	10	Incredible Crash Dum	5	8	10	Panic Restaurant	15	45	75
Bill Elliots NASCAR	5	7	10	Ind. Jns Last C Tait	5	10	11	Paperboy 2	10	16	35
Black Bass, The	10	15	22	Ind. Jns Last C. Ubi	5	9	11	Peek-a-Boo Poker	175	325	750
Blackjack	13	30	50	Jackie Chans A.K.F.	6	9	11	Pirates!	13	24	45
Blue Marlin, The	10	15	22	James Bond Jr.	6	9	11	Puzznic	7	11	15
Bomberman II	25	55	90	Jaws	3	7	10	Pyramid	8	16	28
Bonk's Adventure	10	60	150	Jeopardy!	3	6	10	Qix	10	18	45
Break Time: Nat. P.	10	15	25	Jeopardy! 25th	4	6	10	Quattro Adv. (Alad.)	10	15	22
Bubble Bath Babes	175	325	750	Jeopardy! Jr.	3	6	10	Quattro Arcade	7	12	25
Bubble Bobble	10	32	105	Jetsons: Cogs. Cap.	8	12	17	Quattro Sp (Aladdin)	10	15	22
Bubble Bobble Part 2	55	100	225	Jimmy Connors Tennis	4	8	11	R.C. Pro-Am II	15	24	55
Bugs Bunny B. B.	6	15	25	Joe & Mac	6	8	11	Rainbow Islands	12	25	75
Caesar's Palace	10	20	32	Jordan vs. Bird	3	8	10	Rollerball	7	11	15
Casino Kid 2	10	20	30	Joshua: Battle Jer.	7	14	30	Rom. of Three King	6	15	32
Castle of Deceit	10	25	45	Journey to Silius	4	8	10	Rom. Three King II	10	25	45
Championship Bowling	7	11	15	Jungle Book	12	25	55	Secret Scout	30	65	100
Championship Pool	10	15	22	Jurassic Park	4	8	11	Ses. Street ABC/12	4	10	15
Cheetahmen II	70	125	200	Kabuki Quant Fighter	5	8	10	Sesame Street: Big B	7	11	15
Chiller	6	10	20	King Neptune's Adv.	10	30	40	Sesame Street: Count	7	11	20
Chip & Dale RR 2	15	35	65	King of Kings: The E	7	14	30	Side Pocket	10	15	22
Classic Concent.	6	15	60	King's Knight	5	8	11	Snow Brothers	20	40	80
Color A Dinosaur	12	25	80	Kings Quest V	7	18	35	Solitaire	15	25	35
Conan: MoT	7	15	25	Kirby's Adventure	5	9	11	Space Shuttle Proj.	7	11	18
Contra	10	25	65	Klash Ball	4	8	10	Spiritual Warfare	7	11	15
Contra Force	12	40	80	Klax	7	11	15	Sqoon	6	25	70
Danny Sullivans I. H	5	8	10	Lemmings	10	20	35	Stack-Up	8	150	200
Dash Galaxy Al. Asy.	6	9	13	L'Empereur	14	28	60	Stadium Events	275	900	598
Defender II	7	11	15	Linus S's Cos Crusad	10	15	22	Star Trek: 25th Ann.	6	15	22
Destiny of Emperor	9	20	60	Little League BB C.S	4	8	10	Star Trek: TNG	10	23	33
Dig Dug II	7	11	15	Little Mermaid, The	3	8	10	Star Wars	8	15	30
Dizzy the Adventurer	10	15	22	Little Nemo: Dream M	5	8	11	Star Wars: ESB	8	15	30
Donkey Kong Classics	10	25	65	Little Ninja Bros	6	9	11	Stunt Kids	8	16	25
Donkey Kong Jr. Math	10	70	160	Little Samson	30	50	90	Sunday Funday	7	14	30
Dragon Warrior II	20	30	150	Lode Runner	5	8	11	Super Cars	6	15	25
Dragon Warrior III	30	50	180	Lone Ranger, The	6	9	11	Super Dodge Ball	16	30	50
Dragon Warrior IV	40	90	200	Loopz	7	11	15	Super Jeopardy!	7	11	15
Duck Tales 2	10	25	50	Low G Man	4	8	10	Sword Master	7	11	18
Dusty Diamonds ASS	12	18	26	Lunar Pool	4	8	11	Tagin' Dragon	8	25	45
F-117A Stlth Fighter	7	11	15	Magician	8	20	30	TaleSpin	7	11	15
F-15 Strike Eagle	7	11	15	Maniac Mansion	11	26	55	Teenage Mut Nin Tour	14	30	60
Family Feud	10	15	30	Mario's Time Machine	8	20	40	Tetris (Tengen)	25	40	100
Fant. Adv. Of Dizzy	10	15	22	Maxi-15	15	40	60	Thunder & Lightning	6	17	25
Faria	7	20	50	Mega Man	15	30	100	Times of Lore	10	15	25
Felix the Cat	8	25	35	Mega Man 2	10	25	80	Tiny Toon Adv. 2	10	18	30
Final Fantasy	7	23	55	Mega Man 3	10	25	80	Tiny Toon Adv. Cart	10	15	20
Fire Hawk	5	8	11	Mega Man 4	10	30	100	Toobin'	10	18	30
Fire 'N Ice	25	45	90	Mega Man 5	25	40	100	Trolls on Treas Isl.	6	20	200
Fisher Price: F. R.	7	11	15	Mega Man 6	20	45	100	Ultima: QotA	10	15	40
Flight of the Intrud	5	12	20	Menace Beach	35	75	125	Ultima: WoD	15	23	60
Flintstones: RoDaH	5	8	11	Mendel Palace	6	9	11	Uncharted Waters	10	25	35
Flintstones: SaDP	60	150	500	Mermaids of Atlantis	10	25	50	Vegas Dream	10	15	22
Flying Warriors	3	6	10	Metal Fighter	6	8	11	Venice Beach Vball	7	11	15
Formula 1: BtW	4	8	10	Metal Gear	5	8	10	Wacky Races	9	18	40
Frankenstein: TMR	5	8	11	Mickey's Adv. Number	7	15	30	Wally Bear No! Gang	6	15	30
G.I. Joe: Real Am. H	10	15	22	Mickey's Saf Letter	7	15	30	Wario's Woods	7	16	32
G.I. Joe: TAF	10	15	22	Micro Machines	10	15	25	Wheel of Fortune	7	11	15
Galactic Crusader	10	15	22	Micro Mach. (Alad.)	10	15	22	Wheel of Fortune: FE	7	11	15
Galaga: Dem. of Dth	7	11	15	Mig-29 Sov. Fighter	5	8	10	Wheel of Fortune: Jr	7	11	15
Gemfire	15	25	60	Might & Magic: SotIS	11	20	50	Wizardry II: KoD	8	15	25
Genghis Khan	10	22	45	Mighty Bomb Jack	5	8	11	WWF King of the Ring	7	11	15
Gilligan's Island	5	8	11	Mighty Final Fight	12	25	45	Zombie Nation	10	18	35
Goal! Two	5	8	10	Millipede	7	11	15				
Godzilla 2: WotM	15	25	50	Miracle Piano (cart)	10	n/a	n/a				

NINTENDO SNES

	Loose	Complete	New
*Below Threshold Avg	4	6	9
7th Saga, The	8	12	17
Act Raiser	10	15	25
Act Raiser 2	15	25	44
Adv. of Kid Kleetz	12	18	26
Aero Fighters	25	50	70
Aero the Acro-Bat 2	10	15	22
Aerobiz	10	15	22
Aerobiz: Supersonic	20	30	44
Arc. G. Hits: Atari	8	12	17
Arcana	9	14	20
Ardy Lightfoot	12	18	26
Axelay	7	11	15
Bass Masters Cl. Pro	5	12	15
Battletoads & Dbl Dr	6	12	15
Battletoads in Btlma	6	12	15
Bazooka Blitzkrieg	10	15	22
Brain Lord	6	14	20
Brandish	12	18	26
Breath of Fire	15	23	33
Breath of Fire II	25	38	54
Bronkie Bronchiasaur	10	15	22
Bubsy II	4	12	14
Bust-a-Move	12	18	26
Captain Novolin	10	15	22
Castlevania: Drac. X	30	50	80
Chavez II	15	23	33
Chessmaster, The	7	11	15
Choplifter III: R&S	8	12	17
Chrono Trigger	25	50	70
Civilization	12	18	26
Clay Fighter: Tourn.	10	15	22
Claymates	10	15	22
Congo's Caper	7	11	15
Contra III: AW	10	15	22
Darius Twin	8	12	16
Demon's Crest	8	12	17
Dino City	8	12	17
Donkey Kong Cou. 2	8	12	17
Donkey Kong Cou. 3	10	15	22
Donkey Kong Cou. CE	150	225	n/a
Doomsday Warrior	7	11	15
Double Dragon V	9	14	20
Dragon View: Drak. 2	12	18	26
Drakkhen	8	12	17
Dream TV	12	18	26
E.V.O.: Search Eden	25	45	68
EarthBound	25	65	90
Eek! the Cat	8	12	17
Equinox	8	12	17
Exertainment MBR	30	50	80
Exertainment MBR/SR	150	225	325
F1 ROC 2: RoC	8	12	17
Faceball 2000	7	11	15
Final Fantasy II	20	30	44
Final Fantasy III	25	38	54
Final Fantasy: My. Q	20	30	44
Final Fight 2	10	15	30
Final Fight 3	15	23	33
Final Fight Guy	25	38	54
First Samurai	8	12	17
Flintstones: ToSM	8	12	17
Football Fury	8	12	17
Frogger	6	9	13
Full Throttle: AAR	9	14	20
Fun 'n Games	15	23	33
Gemfire	15	25	33
Genghis Khan 2: CGW	20	30	44
Hagane: Final Con.	10	15	22
Harvest Moon	30	15	68
Hurricanes	10	15	22
Hyper V-Ball	6	9	13
Ignition Factor	10	15	22
Illusion Of Gaia	12	18	26
Incantation	9	14	20
Inindo: Way of Ninja	8	12	17
Inspector Gadget	10	15	22
Irem Skins Game, The	6	15	19
J.R.R. Tolkiens LoTR	15	23	33
Jetsons: IPP	6	9	13
Jimmy Connors Pro T	6	15	18
Joe & Mac 2: LitT	8	12	17
Kid Klown Crazy Ch.	5	12	15
King Arthur & KoJ	10	15	22
King Arthur's World	6	9	13
Kirby S.S.: 8 Games..	20	30	44
Kirby's Avalanche	10	15	22
Kirby's Dream Course	10	15	22
Kirby's Dream Land 3	15	23	33
Lagoon	10	15	23
Lamborghini Am. Chal	12	18	26
Legend	8	12	17
Legend of Mystical N	10	15	22
Lemmings 2: Tribes	12	18	26
Liberty or Death	15	23	33
Lost Vikings II: NbN	10	15	22
Lufia & The Fort. Do	15	23	33
Lufia 2: Rise of Sin	25	38	54
Magic Boy	6	12	15
Mario Is Missing!	8	12	17
Mario Paint w/ mouse	18	27	39
Mario's Time Machine	8	12	17
Mask, The	8	12	17
Math Blaster Episode	14	21	30
MechWarrior 3050	8	12	17
Mega Man 7	25	38	54
Mega Man X	10	15	22
Mega Man X2	30	45	68
Mega Man X3	40	60	90
Mega Man's Soccer	15	23	33
Metal Marines	20	30	44
Metal Warriors	25	38	54
Mickey's Ult. Ch.	7	11	15
Micro Machines	8	12	17
Might & Magic III	15	23	33
Miracle Piano (cart)	15	n/a	n/a
Mohawk & Headphone	12	18	26
Mr. Do!	15	23	33
Mr. Nutz	12	18	26
Musya: CJToH	12	18	26
Nickeldeon 'Guts'	6	12	14
Ninja Gaiden Trilogy	40	65	90
Ninja Warriors	15	23	33
No Escape	12	18	26
Nobunaga's Ambition	10	15	22
Nobunaga Amb.: LoD	15	23	33
Nosferatu	7	12	17
Ogre Battle: MotBQ	20	30	44
On the Ball	8	12	17
Op. Europe: Path to	20	30	44
Operation Thunderblt	9	14	20
Operation: Logic Bmb	8	12	17
Oscar	10	15	22
Out to Lunch	8	12	17
Pac-in-Time	15	23	33
Packy & Marlon	10	15	22
Pac-Man 2: New Adv.	10	15	22
Paladin's Quest	12	18	26
Peace Keepers, The	8	12	17
Pieces	10	15	22
Pinball Fantasies	12	18	26
Pirates Dark Water	8	12	17
Pocky and Rocky	10	15	22
Pocky and Rocky 2	15	23	33
Power Piggs Dark Age	9	14	20
Power Rang. Zeo: BR	10	15	22
Prehistorik Man	9	14	20
Prince of Persia 2	12	18	26
PTO 2: Pac. Th. Op.	25	38	54
PTO: Pac. Th. Op.	20	30	44
Pushover	6	12	15
Q*Bert 3	12	18	26
Radical Rex	7	11	15
Ranma 1/2: Hard Bat.	8	12	17
Realm	12	18	26
Redline F-1 Racer	8	12	17
Relief Pitcher	8	12	17
Ren & Stimpy: FD	12	18	26
Rex Ronan: Ex. Sur.	10	15	22
RoboTrek	10	15	22
Rock 'n Roll Racing	12	18	26
Rom. Three King II	12	23	33
Rom. Three King III	20	30	44
Rom. Three King IV	25	38	54
R-Type III	10	15	22
S.O.S. Sink or Swim	9	14	20
Scooby-Doo Mystery	10	15	22
Secret of Evermore	12	18	26
Secret of Mana	20	30	44
Shadowrun	10	15	22
Shanghai II: Dr. Eye	8	12	17
Shien's Revenge	12	18	26
SimAnt	12	18	26
SimCity 2000	10	15	22
SimEarth: Living Pl.	7	15	20
Smartball	8	12	17
Snow White: HEA	10	15	22
Soccer Shootout	8	12	17
Soldiers of Fortune	15	23	33
Sonic Blast Man 2	15	23	33
Soul Blazer	15	23	32
Space Megaforce	12	18	26
Spanky's Quest	7	11	15
Speed Racer: MMDA	8	12	17
Star Trek DS9: CoT	10	15	22
Star Trek: S.A.	10	23	30
Star Trek TNG: F.P.	9	15	20
StarFox Super Wkend	200	n/a	n/a
Steel Talons	8	15	19
Stone Protectors	9	15	19
Street Combat	7	11	15
Street Fighter Alpha	10	15	22
Street Racer	8	12	17
Super Adv. Is. 2	15	23	32
Super Battleship	8	12	17
Super Battletank 2	6	9	13
Super Bomberman	6	9	13
Super Bomberman 2	12	18	27
Super Bonk	10	17	25
Super Buster Bros	10	16	23
Super Goal! 2	8	12	17
Super Mario AS/SMW	8	12	17
Super Mario Kart	8	12	17
Super Mario RPG Lot	15	25	35
Super Ma Wld 2: Yosh	10	15	25
Super Metroid	12	20	26
Super Ninja Boy	12	18	23
Super Noah's Ark 3-D	20	30	50
Super Off-Road Baja	7	11	15
Super Solitaire	12	23	33
Super Troll Islands	10	15	22
Super Turrican 2	15	23	30
Super Valis IV	8	12	17
SWAT Kats: TRS	10	15	20
Tecmo Secret Stars	15	30	44
TMNT IV: TiT	12	20	30
TMNT: Tour. Fight.	10	15	25
Thomas the Tank Eng.	8	12	17
Tick, The	8	15	20

	Loose	Complete	New
Time Cop	8	12	17
Time Trax	12	18	23
Tiny Toon Adv. WSC	8	12	17
Top Gear 2	10	15	21
Top Gear 3000	15	23	32
Twis. Tales of Spike	15	24	34
Ultima VI: False Pro	11	15	22
Ultima VII: Black Ga	20	30	44
Ultima: Runes II	16	23	33
Ultimate Fighter	6	15	20
Uncharted Waters	16	23	35
Uncharted Waters: NH	25	38	55
Utopia: Creation Nat	14	23	33
War 2410	10	21	30
War 3010: The Rev.	15	22	31
Wild Guns	12	23	33
WildCATS: Covert Act	8	12	17
WildSnake	8	12	17
Wing Commander II	8	15	18
Wizard of Oz, The	10	15	23
Wizardry V: HoM	16	23	35
Wolfchild	8	12	17
Wordtris	10	15	21
Xardion	6	15	22
X-Kaliber 2097	8	12	17
X-Zone	8	12	17
Young Merlin	8	12	18
Y's III: WFY's	10	15	22
Zero: The Kam. Sq.	15	25	38
Zool: Ninja of Nth	10	15	22

SEGA 32X

	Loose	Complete	New
*Below Threshold Avg	2	4	6
BlackThorne	10	22	30
Brutal: Above Claw	6	15	20
Knuckles Chaotix	12	30	40
Pitfall: Mayan Adv.	10	20	30
Primal Rage	8	20	28
RBI Baseball '95	5	12	17
Spider-Man: Web Fire	32	80	120
Star Trek: Star. Ac.	8	18	22
T-Mek	15	25	40
World Series Baseball	10	20	32
WWF Wrestleman: AG	5	12	17
Zaxxon's Motherbase	9	20	25

SEGA CD

	Loose	Complete	New
*Below Threshold Avg	2	4	6
Adv of Willy Beamish	5	15	17
Battle Frenzy	10	25	25
Bug Blasters: The Ex	9	30	30
Citizen X	6	25	25
Crime Patrol	8	20	24
Dark Wizard	9	20	30
Demolition Man	6	15	25
Dungeon Explorer	9	15	20
Earthworm Jim Sp Ed	8	20	25
ESPN NBA Hang Time	4	10	12
Fatal Fury Special	6	12	17
Final Fight CD	6	15	20
Flashback	6	15	20
Flink, The Misadv.	5	10	12
Heart of the Alien	15	25	30
Jaguar XJ220	8	25	28
Keio Flying Squadron	20	60	70

Lawnmower Man, The	9	20	25
Lethal Enforcers	5	12	15
Lords of Thunder	9	25	35
Lunar 2: Et. Blue	20	70	100
Lunar: The Silver St	15	40	55
Mad Dog II: Lost Gol	7	15	20
Mansion of Hidd Soul	5	13	17
Marko's Magical Fbal	10	25	25
M.S. Frank/B.S. Drac	8	10	15
Masked Rider: KRZ	5	14	17
Mickey Mania: TAoMM	5	12	17
Night Trap (orig)	10	30	50
Night Trap (re-rel)	8	20	30
Novastorm	5	12	17
Panic!	6	10	15
Popful Mail	10	45	55
Power Monger	5	10	16
Radical Rex	6	15	25
Revenge of the Ninja	5	12	17
Road Avenger	6	15	20
Road Rash	6	12	20
Robo Aleste	5	12	18
Samurai Shodown	9	20	35
Secret of Monkey Is.	6	15	18
Shining Force CD	20	40	80
Snatcher	25	80	120
Soft. T. Star Wars C	6	20	22
Sonic CD	5	10	15
Space Adventure, The	10	50	75
Star Strike	9	30	30
Starblade	5	12	17
Third World War	10	25	30
Time Gal	7	25	30
Vay	9	30	45
Wild Woody	5	15	18

SEGA DREAMCAST

	Loose	Complete	New
*Below Threshold Avg	2	4	6
AeroWings 2	6	12	15
Bangai-o	9	25	36
Bomberman Online	5	10	16
Bust-a-Move 4	4	10	16
Buzz Lightyear S.C.	3	10	12
Caesar's Palace 2000	5	12	14
Cannon Spike	8	17	29
Capcom vs SNK: MF	7	15	22
Championship Surfer	3	10	15
Charge N' Blast	4	10	15
Confidential Mission	7	20	25
Conflict Zone	6	15	20
Crazy Taxi 2	4	10	15
D2	4	10	15
Dead or Alive 2	7	15	29
Deep Fighter	4	10	15
Dinosaur (Disney's)	3	8	12
Dragon Riders: CoP	4	10	15
Ducati World Ra. Ch.	6	15	20
ECW Anarchy Rulez!	3	8	12
Evil Dead: HttK	6	12	14
F355 Challenge: PR	5	12	14
Fatal Fury Mark Wolv	9	22	31
Frogger 2: SR	4	10	15
Fur Fighters	4	10	15
Gauntlet Legends	4	10	15
Giga Wing	4	10	15
Giga Wing 2	9	28	44
Grand Theft Auto 2	4	10	15
Grandia II	7	15	35
Gunbird 2	6	12	16
Gundam: SS 079	8	25	45

Hoyle Casino	4	10	15
Iron Aces	9	20	26
Kao The Kangaroo	5	10	18
King of Fighters DM	5	10	15
Last Blade 2: HotS	9	19	34
Magical Racing Tour	3	8	12
Mars Matrix	9	27	42
Marvel vs. Capcom 2	9	29	44
Mat Hoffman Pro BMX	5	12	14
Metropolis Street Ra	3	10	12
Midway Great Arc I	3	8	12
Midway Great Arc II	7	20	25
Ms. Pac-Man Maze	4	9	13
MTV Sports: Skateboa	6	15	22
Namco Museum	6	15	20
NBA 2K2	4	9	13
NCAA Coll. Fball 2K2	2	10	12
NHL 2K2	5	10	15
Ooga Booga	3	8	12
Outtrigger	3	8	12
Power Stone 2	9	25	36
Prince of Persia: AN	3	8	12
Project Justice	6	25	41
Record of Lodoss War	9	19	34
Resident Evil 2	8	25	35
Resident Evil 3	6	15	22
Roadsters	3	8	12
Samba de Amigo	5	10	17
San Francisco Rush 2	6	12	15
Sega Bass Fishing 2	6	15	22
Shenmue Limited Ed	9	15	30
Silent Scope	3	8	12
Skies of Arcadia	9	20	25
Sno-Cross Chmp Rac	7	20	22
Soldier of Fortune	6	15	20
Sonic Adventure Ld E	25	50	n/a
Soul Calibur	9	15	29
Spider-Man	9	25	36
Star Wars Ep I: JPB	9	29	50
StarLancer	4	10	12
Street Fighter Alpha	7	12	18
Street Fight III DI	7	13	20
Street Fight III TS	9	29	60
Striker Pro 2000	9	25	35
Super Magnetic Neo	5	10	15
Super Runabout SF	6	20	22
Surf Rocket Racers	4	10	12
Suzuki Alstare Ex Ra	6	20	22
Tech Romancer	8	20	25
Tee Off Golf	4	9	13
Tennis 2K2	4	10	15
Test Drive V-Rally	6	15	20
Tokyo Extreme Racer	7	20	26
Virtual On: OT	8	15	22
World Series BB 2K2	3	8	12
Worms World Party	9	25	35

SEGA GENESIS

	Loose	Complete	New
*Below Threshold Avg	2	4	5
3 Ninjas Kick Back	3	10	12
688 Attack Sub	3	8	12
Abrams Battle Tank	3	8	12
Action 52	20	35	45
Adv. of Rocky & BW	4	10	12
Aero the Acro-Bat 2	12	25	30
Aerobiz	15	20	25
Aerobiz: Supersonic	15	30	35
Air Buster	6	15	18
Alex Kidd Ench C	5	10	12
Alisia Dragoon	4	10	15

Title	Loose	CIB	Boxed
Aquatic Games JP	4	10	15
Arcade Classics	4	8	10
Arcus Odyssey	6	10	12
Art Alive!	3	10	13
Asterix Great Res.	4	10	15
Atomic Robo-kid	4	10	15
Atomic Runner	3	8	12
Awesome Possum	5	12	15
Back to the Fut. 3	5	10	12
Barney's Hide & Seek	4	10	15
Bass Masters Cl. P.E	8	18	20
Batman Returns	3	8	12
Batman: RotJ	8	20	30
Batman: The Video Ga	6	12	15
Battle Squadron	6	15	20
Battletoads & Dbl Dr	3	8	12
Bible Adventures	10	30	35
Bimini Run	5	12	15
Blaster Master 2	4	10	13
Blockbus. WVG Ch. II	100	n/a	n/a
Bonkers	4	10	15
Buck Rogers: CtD	7	12	14
Budokan: The MS	5	12	15
Caliber .50	7	16	20
Captain Am Av	10	18	25
Castle of Illusion	3	8	12
Castlevania: Blood.	7	10	16
Centurion: DoR	4	10	15
Championship Bowling	6	12	15
Chase HQ II	5	10	14
Chiki Chiki Boys	3	8	12
Columns 3	3	8	12
Comix Zone	3	8	12
Contra Hard Corps	7	12	15
Cosmic Spacehead	4	10	15
CrossFire	6	15	25
Crusader of Centy	10	35	45
Dark Castle	3	8	12
Death and Ret Sup	6	12	15
Devilish	6	15	18
Dick Tracy	3	8	12
Dino Land	8	20	23
Dinosaurs For Hire	3	8	12
DJ Boy	3	10	12
Double Dragon	10	25	30
Double Dragon V	3	8	12
Dragon's Revenge	4	10	15
Dune: Battle Arrakis	10	20	25
D&D: WotES	8	20	25
Dynamite Headdy	5	12	15
Earth Defense	5	15	16
Earthworm Jim 2	5	10	12
Ecco Jr.	6	10	12
Elemental Master	6	15	17
Exile	4	12	16
Exo Squad	7	15	20
Exodus: JttPL	12	30	44
Faery Tale Adventure	7	12	15
Fantastic Dizzy	4	10	15
Fighting Masters	4	15	20
Fire Shark	5	12	15
Flashback	3	8	12
Flicky	6	16	20
Fun 'n Games	4	10	15
Funny World / Bal. B	4	10	15
Gaiares	9	20	25
Gain Ground	4	10	15
Garfield: CitA	4	10	15
Gauntlet IV	4	12	20
General Chaos	4	10	15
Genghis Khan 2: Cot	8	25	35
Ghostbusters	3	8	12
Ghouls 'n Ghosts	3	8	12
Gods	3	8	12
Goofy's Hyst. HT	6	12	15
Granada	4	10	15
Growl	6	15	18
Gunstar Heroes	10	20	30
Haunting st Pguy	10	15	18
Heavy Nova	7	20	22
Hellfire	5	12	14
Herzog Zwei	9	30	35
Hit The Ice	5	12	14
Home Alone 2: LiNY	3	12	14
Hook	3	8	12
Ishido: Way of Stone	5	12	20
Jerry Glanvilles PF	7	15	25
John Madden Football	10	25	30
Joshua: The BoJ	10	30	35
Junction	6	15	17
Ka-ge-ki: FoS	5	14	15
Kawasaki Superbke	4	10	12
King's Bounty: TCQ	10	20	25
Landstalker	7	12	18
Lethal Enforcers	8	20	24
Liberty or Death	12	30	35
Lost World: JP	3	8	12
M.U.S.H.A.	12	30	55
Marble Madness	3	8	12
Marko	4	10	15
Marvel Land	7	15	19
Master of Monsters	15	30	40
Math Blaster Episode	5	12	15
McDonald's TLA	8	15	19
Mega Bomberman	6	15	20
Michael Jackson's MW	3	8	12
Micro Machines	5	12	14
Might & Magic: GtAW	6	12	18
Mighty Morphin' PRM	3	8	12
Minnesota Fats Pool	6	15	18
Miracle Piano (cart)	40	n/a	n/a
Monopoly	3	8	12
Mutant Leg. Fball II	6	15	20
Mutant Lg. Hockey	8	16	22
Mystical Fighter	4	10	15
No Escape	3	8	12
Nobunaga's Ambition	3	12	13
Onslaught	3	8	12
Operation Europe PTV	13	15	25
Out Run 2019	3	8	12
Out Runners	4	10	15
Outlander	5	15	17
Pac-Attack	7	15	19
Pac-Man 2: New Adv	4	10	12
Pac-Mania	5	12	15
Paperboy 2	4	10	15
Pele II: WTS	3	8	12
Pele!	3	8	12
Phantasy Star II	10	20	25
Phantasy Star III	12	25	40
Phantasy Star IV	12	25	40
Phantom 2040	3	8	12
Phelios	6	15	18
Pinocchio	5	14	15
Pirates! Gold	18	40	55
Pocahontas	6	15	18
Populous	4	10	15
Primal Rage	3	8	12
Prince of Persia	3	8	12
PTO: Pacific Ttr Ops	10	20	30
Puggsy	6	10	18
Punisher, The	3	8	12
QuackShot st DD	5	10	13
Quad Challenge	3	8	12
Race Drivin'	4	10	15
Raiden Trad	6	10	16
Rastan Saga II	7	20	22
Richard Scarry's BT	5	10	14
Rings of Power	6	12	15
Ristar	4	10	15
Road Rash 3	3	8	12
RoboCop 3	3	8	12
Rock 'n Roll Racing	10	15	21
Rolo to the Rescue	8	20	22
Romance of Three II	5	15	19
Romance of Three III	5	12	17
Sagaia	3	8	12
Saint Sword	7	15	18
Saturday Night SM	5	9	11
Scholastic's Magic S	6	15	22
Scooby-Doo Mystery	10	30	35
SeaQuest DSV	4	15	19
Sesame Street CC	4	12	17
Shadow Blasters	8	12	15
Shadowrun	16	25	30
Shanghai II: DE	4	10	15
Shining Force	17	40	55
Shining Force II	15	35	45
Shining in Darkness	4	10	15
Shove It! Warehouse	8	12	15
Side Pocket	4	10	15
Skeleton Krew	11	20	25
Sonic 3D Blast	3	8	12
Sonic Classics	7	10	13
Sonic the Hedgehog 3	3	8	12
Sorcerer's Kingdom	9	15	20
Space Harrier II	6	12	15
Space Invaders '91	10	25	30
SpiderMan/Venom: SA	4	10	15
SpiderMan/X-Men: AR	4	10	15
Spiritual Warfare	14	35	42
Splatterhouse 2	8	20	24
Splatterhouse 3	7	18	22
Star Control	8	20	24
Star Trek: TNG	3	8	12
Starflight	8	20	24
Steel Empire	3	8	12
Stormlord	4	10	15
Street Smart	5	12	14
Streets of Rage 2	3	8	12
Streets of Rage 3	7	18	22
Strider	6	15	18
Sunset Riders	4	10	15
Sword of Vermilion	8	20	24
Syd of Valis	7	18	22
Syndicate	4	10	12
TaleSpin	3	8	12
Tecmo Super Bowl II	8	20	24
Tecmo Super Bowl III	4	10	12
TMNT: Hypersotne He.	10	25	30
Theme Park	6	15	18
Thomas Tank Engine	6	15	18
Thunder Force II	4	10	12
Thunder Force III	4	10	15
Thunderfox	4	10	12
Time Killers	10	25	30
ToeJam & Earl	10	25	30
Toki: Going Ape Spit	6	15	18
Tom & Jerry: FA	4	10	15
Top Gear 2	4	10	15
Toxic Crusaders	4	10	12
Toys	4	10	12
Trampoline Terror	6	15	18
Traysia	8	20	24
Turrican	3	8	12
Tyrants: FTT	4	10	15
Ult Mortal Kombar 3	3	8	12
Ultimate Qix	12	30	36
Uncharted Waters	6	15	18
Uncharted Waters: NH	8	20	24
Vapor Trail	8	20	24
Virtual Pinball	3	8	12
Wardner	10	25	30
WarpSpeed	4	10	15
Warrior of Rome	6	15	18

	Loose	Complete	New
Warrior of Rome II	14	35	42
WarSong	14	35	42
Whac-a-Critter	6	15	18
Wheel of Fortune	3	8	12
Wiz 'n' Liz: TFWR	4	10	15
Wolfchild	5	12	14
Y's III: WFY's	8	20	24
Zany Golf	6	15	18
Zero: The Kamik. Sq.	8	20	24
Zombies Ate My Neigh	3	8	12
Zoom!	6	15	18

SEGA MASTER SYSTEM

	Loose	Complete	New
*Below Threshold Avg	2	5	7
Aerial Assault	5	13	19
Alex Kidd in HTW	6	15	22
Alex Kidd in Shinobi	16	40	55
Alf	6	14	20
Altered Beast	5	15	23
Bomber Raid	5	12	17
Castle of Illusion	12	33	45
Columns	6	15	22
Cyborg Hunter	6	18	26
Dick Tracy	7	25	30
ESWAT: Cyber Police	6	15	22
Fantasy Zone: Maze	5	12	17
Ghouls 'n Ghosts	6	15	25
Golden Axe	6	16	23
Golden Axe Warrior	12	30	42
Golvellius: VoD	6	15	22
James 'Buster' D Box	18	45	65
Joe Montana Football	7	18	26
King's Quest	7	19	26
Michael Jackson's MW	10	28	37
Miracle Warriors	6	15	22
Montezuma's Revenge	7	19	27
Paperboy	6	14	20
Parlour Games	6	15	22
Phantasy Star	12	32	45
Power Strike	14	35	50
Psycho Fox	6	16	28
Rampage	6	14	20
Slap Shot	10	25	36
Sonic the Hedgehog	12	30	44
Space Harrier 3D	6	15	22
Spell Caster	6	15	23
Spider-Man	8	21	30
Strider	10	25	36
Super Monaco GP	6	16	24
Time Soldiers	6	14	20
Where the World CS	5	13	19
Wonder Boy III: DT	8	20	33
Y's: The Van. Omens	8	20	30

SEGA SATURN

	Loose	Complete	New
*Below Threshold Avg	2	4	6
3D Baseball	5	12	17
Albert Odyssey: LoE	10	25	30
Area 51	4	10	15
Baku Baku	4	10	15
BattleSport	6	15	22
Blazing Heroes	7	16	22
Bug Too!	6	15	20
Bug!	4	10	15
Burning Rangers	10	45	65
Bust-a-Move 3	4	10	15

	Loose	Complete	New
Center Ring Boxing	6	15	22
Contra: Leg.of War	6	15	22
Courier Crisis	3	8	12
Crypt Killer	5	12	17
Darius Gaiden	4	10	15
Darklight Conflict	6	12	20
Daytona USA: CCE	8	20	29
Die Hard Arcade	4	10	15
Dragon Force	10	50	65
DragonHeart: FS	3	8	12
Enemy Zero	4	10	15
Galactic Attack	4	10	15
Galaxy Fight	3	8	12
Guardian Heroes	10	55	75
Gun Griffon	4	10	15
Herc's Adventures	6	15	25
Highway 2000	5	12	17
House of the Dead	10	45	60
In the Hunt	5	8	12
Iron Storm	8	25	30
Legend of Oasis, The	5	12	17
Loaded	3	8	12
Lunacy	8	25	35
Magic Carpet	5	12	16
Magic Knight Rayeart	10	30	45
Manx TT Super Bike	6	12	16
Marvel Super Heroes	10	15	20
Maximum Force	5	10	10
Mega Man 8: An. Ed.	10	25	40
Mega Man X4	10	20	36
Minnesota Fats Pool	5	12	15
Mortal Kombat II	4	10	15
Mortal Kombat Trilog	5	12	17
Mr. Bones	4	10	15
Mystaria	7	20	25
NetLink Game Pack	5	12	17
Norse by Norsewest	5	15	22
Olym. Socc. Atl 96	5	10	12
Pandemonium!	6	10	15
Panzer Dragoon	8	12	20
Panzer Drag. II Zwei	10	20	29
Panzer Dragoon Saga	40	125	150
PTO 2: PTO	5	12	15
Rampage World Tour	6	15	22
Rayman	6	12	20
Resident Evil	8	15	20
Road Rash	5	12	17
Romance of Three IV	4	10	15
Saturn Bomberma	10	40	60
Sega Ages	10	25	30
Sega Rally Ch. Netli	5	12	17
Shining Force III	15	50	75
Shining the Holy Ark	10	25	30
Shining Wisdom	12	25	30
Shinobi Legions	6	12	18
Shockwave Assault	5	12	17
Sonic Jam	10	30	40
Sonic R	5	12	17
Spot Goes to HW	6	10	14
Steep Slope Sliders	8	15	25
Street Fighter Coll.	15	45	50
Super Puzz Fight II	10	20	25
Tempest 2000	4	10	15
Theme Park	7	15	19
Three Dirty Dwarves	4	10	15
Tunnel B-1	3	8	12
Valora Valley Golf	5	15	20
Virtua Cop 2	14	35	51
Virtual On: CT	4	10	15
Virtual On: CT Netli	6	12	15
Winning Post	10	30	40
Winter Heat '98	7	15	20
World Cup Golf: PE	3	8	12
Worldwide Soccer '98	4	10	15
Worms	5	12	17

	Loose	Complete	New
WWF Wrestleman. AG	6	10	15
X-Men: CotA	7	10	16

TURBOGRAFX-16

	Loose	Complete	New
*Below Threshold Avg	4	10	15
Bomberman '93	15	35	50
Bonk 3: BBA	26	65	95
Bonk 3: BBA (CD)	20	85	125
Chase HQ	9	25	30
Cosmic Fant. 2 (CD)	15	35	50
Cotton: FND	10	40	60
Darkwing Duck	15	30	40
Devil's Crush	9	40	55
Dragon Slayer: LoH	10	30	45
Dungeon Exp II (CD)	15	45	65
Dung Mast: TQ (CD)	10	25	35
Dynastic Hero (CD)	20	150	175
Exile: WP (CD)	10	25	35
Forgotten Worlds CD	10	25	35
Gate Thunder/BA/BR	8	n/a	n/a
Godzilla (CD)	20	60	75
Impossimole	9	23	33
Jackie Chan's Action	12	25	30
John Madd. Duo CD F	10	25	30
Klax	8	20	29
Last Alert (CD)	8	20	29
Legend of Hero Tonma	8	20	29
Loom (CD)	8	20	29
Lords of Thunder CD	10	25	35
Magical Chase	70	160	225
Might & Magic III	10	25	35
Military Madness	12	25	40
Neutopia 2	8	20	29
New Adventure Island	8	20	29
Samurai Ghost	9	23	33
Sherlock Holmes: CD	10	25	30
Sher. Holmes: CD II	10	25	30
Shockman	8	23	33
Silent Debuggers	8	20	29
SimEarth: Living Pl	7	20	29
Soldier Blade	15	30	50
Splash Lake (CD)	10	25	30
Super Air Zonk: RP	15	40	55
Super Star Soldier	15	30	50
TaleSpin	8	20	29
Terraforming	10	45	65
Timeball	8	20	29
Valis II (CD)	10	25	35
Valis III (CD)	10	25	35
Vasteel (CD)	8	20	29
World Sports Comp.	9	40	60
Y's Book I & II (CD)	8	n/a	n/a
Y's III: WFY's	10	30	45

VIRTUAL BOY

	Loose	Complete	New
*Below Threshold Avg	4	9	13
3D Tetris	10	25	36
Jack Bros.	32	80	100
Nester's Funky Bowl.	12	30	40
Waterworld	14	35	50

TENGEN TETRIS - A PUZZLE SOLVED

By Jim C. Combs

Nintendo's Tetris
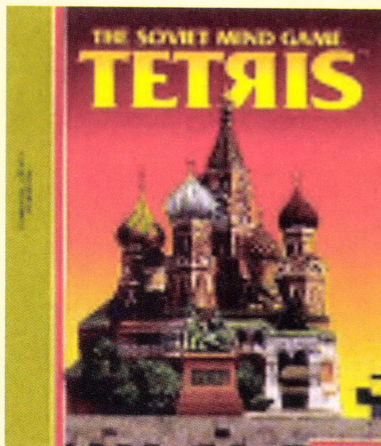
If you were to ask yourself, "Self, what is one of the most addicting games of all time?" Self would probably answer, "Why, Tetris, of course!"

Even though most gamers have played Tetris, there is one entry in the series that most casual Tetris players have never seen: Tengen Tetris for the Nintendo Entertainment System (NES).

This strange tale starts in 1985 with a Russian designer named Alexey Pajitnov, who designed a game so simple, fun, and addicting that it went on to become one of the most popular and revolutionary video games ever created.

In 1986, Robert Stein (founder of Andromeda, a European software company) discovered Mr. Pajitnov's Tetris while on a business trip. He purchased the worldwide rights to the game by negotiating with Mr. Pajitnov.

Stein then licensed Tetris to a British software company called Mirrorsoft and their American subsidiary, Spectrum Holobyte. Mirrorsoft kept the computer rights to the game, but sold Sega the rights to produce Tetris for the Japanese and American coin-op market. The American arcade, handheld, and console rights were purchased by Atari Games.

"Super-Duper Game Guy" Ed Logg, the legendary programmer of such classics as Asteroids and Centipede, programmed the NES version of Tetris for Tengen, which was Atari's console software division. When Tengen Tetris hit the market, it was an instant success.

Meanwhile, Spectrum Holobyte was doing some negotiating of its own and was trying to license the Japanese computer and home console rights to Tetris. At the same time, Nintendo got word of Tetris and

became very interested. They wanted to get the worldwide rights to the game for their NES and Gameboy systems.

Everyone got a big surprise when they found out that Robert Stein had only received rights to the computer versions of Tetris - and not the handheld or game console rights. Nintendo was especially concerned, as they had already had preliminary talks to bring the title to its platforms.

Nintendo of America's president, Minoru Arakawa, and Senior Vice President Howard Lincoln immediately flew to Moscow to meet with the Soviet Foreign Trade Association. As a result of this very significant meeting, Arakawa and Mr. Lincoln came home with the handheld and home console rights to Tetris and immediately started producing the cart as a pack-in for the Gameboy system, released in 1989.

Tengen, which now legally didn't own any rights to Tetris, filed suit against Nintendo. Tengen felt that Nintendo marketed the Famicom in Japan as a computer, and as such, should not be allowed to release Tetris for the NES (the U.S. version of the Famicom). In the end, the judge sided with Nintendo and ordered Tengen to recall and destroy the 268,000 copies of its Tetris cartridges on store shelves. An instant collector's item was thus created!

Now you may be asking yourself, "Self, what's the difference between Nintendo's version of Tetris and Tengen's version?" And Self would reply, "Well, in Tengen Tetris, two players could play split-screen together, while in the Nintendo version, players had to take turns on a single screen." Tengen's colors were also more vibrant and made the different blocks easier to distinguish. Finally - the most obvious difference: Tengen used their proprietary black cart,
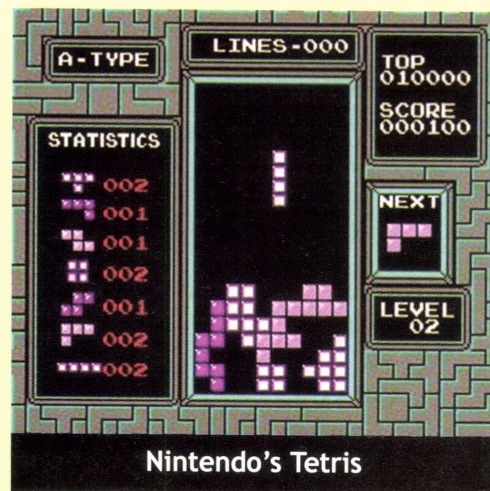
while Nintendo used the familiar gray.

Tetris has come a long way since 1985. Walk into any game store today and you will find contemporary versions of the game, including Tetris Plus (PlayStation), Tetrisphere (Nintendo 64), and Tetris Worlds (PlayStation 2, GameCube, XBox). Don't forget the Tetris knockoffs: Dr. Robotnik's Mean Bean Machine (Sega Genesis, GameGear), Dr. Mario (NES, Gameboy, SNES) Baku Baku (Sega Saturn, GameGear) and Puyo Puyo Pop (PlayStation, Gameboy Advance). There's even a Tetris-like Pac-Man game called Pac-Attack.

Tetris is the kind of game you will still be playing 50 years from now. I know I will be. So, the next time you go to sleep and dream of falling blocks, you can thank Tetris and Mr. Pajitnov (who, in his own words, has also dreamed of falling blocks).

Tengen's Tetris

Just 4 Qix

By Michael Thomasson

"Coins Detected in Pocket!"

You've been playing Berzerk for almost a quarter-century. You have also never beaten Berzerk in almost a quarter-century. How can I be so sure? The game has 64,000 different boards. With the average Berzerk player clearing five rounds, that equates to 12,800 quarters and a lot of free time! This month's installment of "Just 4 Qix," will investigate this fantastic game and how it came to be.

Berzerk (whose title stems from a series of books called "The Berzerker Stories" by Fred Saberhagen, in which androids were determined to extinguish the human race) was designed by Wizard of Wor creator Alan McNeil at Universal Research Laboratories (URL), a division of Stern Electronics. Stern ultimately manufactured 37,620 coin-ops, making Berzerk Stern Electronics' best-seller.

Berzerk was set to be a monochrome game since color was a luxury when the project began, but when rival Williams released Defender in color, Stern changed their display format to use a color overlay board.

"Chicken! Fight like a Robot."

A great strategy for surviving Berzerk involves using the lack of robot intelligence to your advantage. Berzerk robots make human-like mistakes, such as destructively colliding into one another, bumbling into an electrified wall, or accidentally taking another robot down while firing at the human antagonist. Even the master robot, Evil Otto, will crush members of his own army to gain the upper hand in trying to vanquish the human player. Points are scored for the demise of a robot despite the means of destruction, so a calculating player can score BIG by taking advantage of these nuances!

To add a touch of humanity to the inept robots, McNeil gave speech to the machines. At the time, speech chips were outrageously expensive and the LPC coding cost around $1,000 per word to have compressed. As a result, sixteen words were carefully chosen so that they could be combined in different combinations.

"Get the Humanoid!"

The robot's mission in Berzerk was to destroy the human race. To some extent, the robot army was chillingly effective. In

January of 1981, the first recorded videogame fatality resulted when 19-year old Jeff Daily suffered a massive heart attack directly after scoring 16,600 points on a Berzerk cabinet. Fifteen months later a similar fate affected 18-year old Peter Burkowski when he collapsed and died of a heart attack immediately after entering his initials in the top ten list for a second time in a quarter of an hour at the Friar Tuck Game Room in Calumet City, Illinois.

"Got the humanoid! Got the intruder!"

During testing, players would dawdle and not leave a particular maze. There was nothing to push the player forward after destroying the robot army. So, McNeil introduced an indestructible yellow smiley-face dubbed, "Evil Otto," that would enter the maze and attack if the player did not leave the room. Named after Dave Otto, a sadistic security chief that tormented McNeil by "smiling while he chewed you out," the character is unusual in relation to other games of the period in that there is no way to destroy him. While the initial smiley sprite graphic was not meant for final production, the idea

of players being fearful of a smiley face seemed so absurd and wicked that McNeil left Otto as he was when Berzerk entered into manufacturing.

"The humanoid must not escape."

Frenzy, the 1982 sequel, was ordered to use up surplus circuit boards. It introduced walls that could be destroyed and ricochet laser fire. You're not seeing double, as the game also permitted a pair of Evil Ottos on-screen simultaneously in later rounds. This time, Otto could be destroyed with four well-placed shots only to return again even faster. Less than 12,000 units were released before Stern closed their doors as a result of financial trouble.

I'll end this column with the infamous lyrics of Buckner & Garcia's 'Goin' Berzerk' song from their "Pac-Man Fever" album - "I think I'm going Berzerk . . . would you like to come too?"

Berzerk was released for play within the home on the Apple II, Atari 2600, Atari 5200, Vectrex and the Atari 8-Bit computers. Frenzy is available on the Apple II and the Colecovision.

-Michael Thomasson is owner of RetroPublisher, "Good Deal Games," who specializes in Sega CD games and other vintage gaming items.

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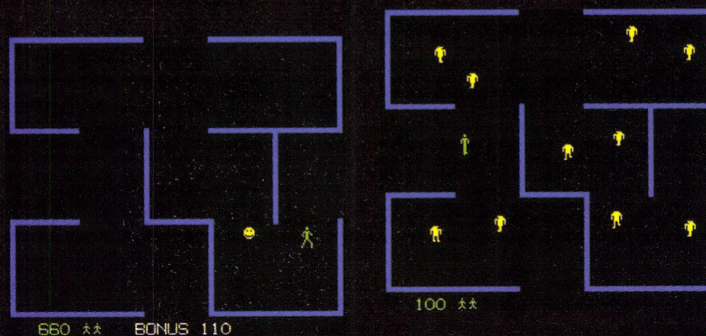
Lexis

System: Atari Lynx
Developer: Dave Dies - Shadowsoft, Inc.
RetroPublisher: Songbird Productions
Online: //songbird-productions.com
Released: 1999

There have been many Tetris clones over the years. We've seen everything from colored jewels (Sega's Columns), to colored pills (Nintendo's Dr. Mario), and even a crazy Pac-Man themed clone (Namco's Pac-Attack). It makes sense that someone would eventually try this idea with a word game.

Lexis began its march to release way back in 1993, when Shadowsoft, Inc. began developing this game for the Atari Lynx. Unfortunately, the Lynx was neutered before the game could be released. So, it sat in limbo until 1999, when Carl Forhan's Songbird Productions acquired its rights and finally gave it a proper release.

Was the wait worth it? In some ways, yes. The game features two main modes of play: Pages and Standard. The default setting is Pages. Do yourself a favor and switch the setting to Standard each time you play. Pages actually gives you different objectives to complete across 99 different boards. It starts you off easily enough: spell a few three-letter words. Things eventually get a little more complicated. You'll be asked to spell a few three-letter words in a vertical pattern. Then you'll be asked to spell a four-letter word. Soon, time-limits are introduced, and so on. It's not a bad use of programming talent, but there is just more fun to be had in the regular old Standard mode of play, which allows you to spell any type of word in any direction you like. It truly is Tetris with words.

If you like any type of word-based pencil-and-paper game, you should get a fair amount of enjoyment from Lexis. If you are just a Tetris pro in need of a new fix, you might get a little frustrated. The mind is able to process shapes and their respective combinations much more easily than it is able to figure out which words can be spelled in which position (at least in my case). Things get a little frustrating after a while and you soon notice that you can get mondo points just by randomly placing letters and spelling out a lucky unfamiliar word. This is a good feeling at first, but then you realize that much of your success hinges on luck instead of skill.

Lexis's graphics certainly aren't anything revolutionary, but they get the job done. The only thing that bothered me was something inherent in the Lynx hardware that stood out even more due to the vertical orientation of the game: light glare. It's tough to get the lighting just right, but this is a common problem in Lynx games and is just more pronounced when you hold the Lynx in the vertical position.

There aren't too many instances in a game of this type where special effects are really called for. However, Lexis does feature some really nice voice modulation between levels. It is almost crystal clear and is strangely satisfying as a reward for your skills.

One cool thing that Lexis has going for it is the number of, and the way in which, cheats are activated. You have to

ON THE TABLE OF CONTENTS SCREEN ENTER THIS CODE TO RETURN TO THE BONUS GAME
L R L R D U
OPT 1 OPT 2
AND THEN START THE PAGES GAME
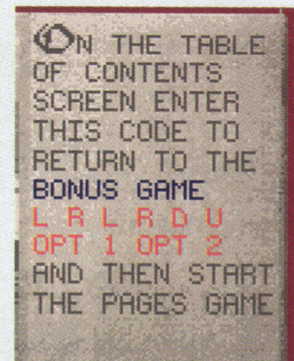
actually spell out the cheat within the context of the game itself! Very unique. One of these codes actually lets you open up a mean (but soundless) game of Galaxian. Check the screenshots for a hint on a short-cut to this game. Keep in mind that once you enter the code you will have to spell one religious-minded word before advancing to your shooter.

Lexis is a decent game that makes a fine addition to any Lynx gamer's library. However, I would suggest adding one of Songbird's other titles (like CyberVirus, reviewed last issue) before acquiring Lexis to complete your Lynx collection.
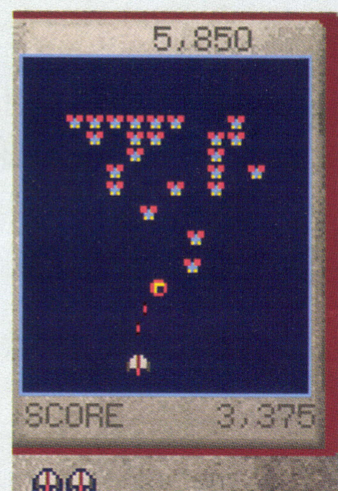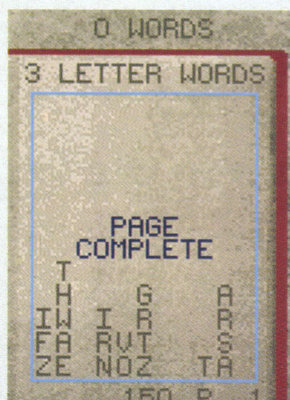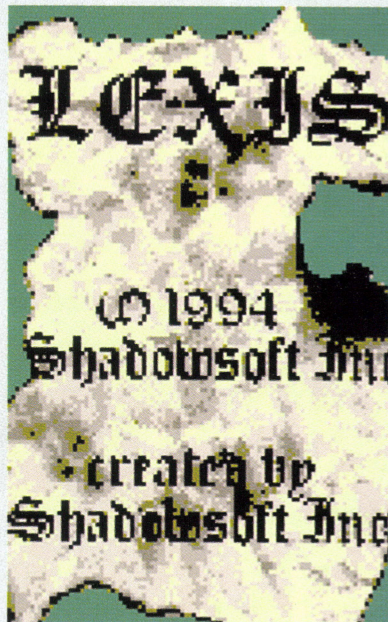
Bug Blasters
The Exterminators

Take a gander at the introduction screens for Bug Blasters and you'll score a direct view of a tiny piece of gaming history. Included within the various developer credits is one that many Sega CD gamers grew familiar with: a certain publisher's "falling feather" logo. However, upon its completion, the publisher refused to take title to the game, so it sat in limbo.

Ten years later, Good Deal Games stepped in to rescue this piece of gaming history and give retro-gamers yet another title in the growing list of fresh games on old systems. The question on many people's minds is, "Was it worth it?"

The unequivocal answer to that question is a resounding "yes". The reasons behind that yes are a little less clear. This is a title that is going to mean different things to different people. At its heart, BB is a Full-Motion-Video (FMV) game. If you were around video games during the birth of the

disc-based video game era, then you undoubtedly remember the uproar these games caused. Many mags bashed them as "all movie and no game". Jokes are still made regarding the quality of even the best titles in the genre. You must understand that I have always felt that this was an unfair assessment of these games. There were some great games in the FMV category that I truly enjoyed: Tomcat Alley, Prize Fighter, and Time Gal were all games that I had a ton of fun playing. Just thought you should know my personal view on the genre before reading any further.

BB is essentially a rail-shooter with FMV backgrounds. Pretty simple game-play concept. You assume the first-person view of a rookie bug-blaster. Just aim, shoot, and splatter various bugs across the game's different stages. Each interactive level is bridged by pieces of the Bug Blasters movie. The developers did a great job tying these parts in with the interactive sections. It's like an interactive movie where your aim determines what you see next. As with many of these games, the quality of this movie will determine if you enjoy the game or not. BB's quality is top notch. The acting is at least B-Movie quality and fits the setting well. The directing, production and sound are also top-notch and could easily stand alone as a late night cable flick. The game is obviously inspired by Ghost Busters (GB) and treats its heroes in the same mock-hero way. There's even a scene right out of GB where

our heroes step out of their bus and find their sly smiles and "aw shucks" facial tics greeted by cheering crowds.

I had a great time playing through BB's story. The aliens are loveable, the shooting is intense and in true B-Horror Movie stereotype, the black guy gets the worst of everything. I laughed, I cried...okay, I didn't cry, but I did laugh. It was an enjoyable hour-long romp that I played through twice and will play through again. In the end, that's all you can ask from any game.

Will you like the game as much as me? Hard to tell. Do you like B-Movies? Do you like FMV games? Do you like shooters? If you can answer yes to at least two of those questions, odds are, you'll have plenty of guilty fun with Bug Blasters. If you've never played a FMV game because of all the horrible things that were written about them 10 years ago, this game may just be the one to convert you to our fold: the few, the proud, the FMV lovers.
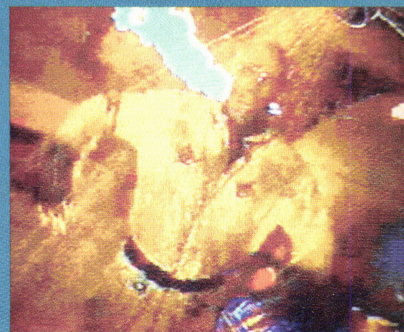
Pressure Gauge

I'm at a loss for words... I've been playing Pressure Gauge for one hour straight. The world no longer makes much sense to me now. I'm having a hard time concentrating... seeing... thinking... Everything is so faint. Where is my keyboard going? Where are those strange voices coming from? Men in white coats? Why? Whyyy? WHYYYYYY?

Pressure Gauge is the first game from rookie programmer, John K. Harvey. It's not that Pressure Gauge is a bad game. It's just that it's the type of game that will drive you crazy, and I don't mean that figuratively. The game actually creates a certain feeling inside of you that you will be hard-pressed to describe. It is unlike anything you have ever felt before. I'll try to explain.

Some games frustrate you. Others might make you angry. A select few can cause a gamer to inflict harm upon his or her controller. I've got an old Sega Genesis pad from 1989 with teeth marks still in it to prove that point. Pressure gauge ultimately does none of the above. At first, I felt frustration. A few seconds later, I thought I felt anger. Then I became intently focused on the task at hand, which involves pressing the red fire button over and over again. And then... it was over, and I was left wondering what the hell just happened.

At that point, I felt completely calm and as if nothing happened. I would think it's a feeling much like what UFO abductees report. When my game ended, I thought "Where was I for those last 47 seconds? Was I playing a game? Watching TV? Wait, there's a 2600 Joystick in my hand." When I looked up at the TV, there were a few colored bars and "Level 3" emanating from the bottom of the screen. I turned to my right and saw a glossy-coated and impressive Atari 2600 game box and manual (a rarity and a pleasure in homebrew publishing), so, I figured I'd hit the reset switch and find out what this was all about.

Then it happened again! I frantically tried to press that red fire button as the Filler Bar rose to within the confines of the Range Bar. Each time I made a correct press, the Status bar rose a little more toward its goal. All the while, the Time Remaining bar continued to dwindle. I made it to level 5 that time.

After the second game, I took stock of my emotions. I ruled out frustration, anger and confusion. After pondering what this feeling was for quite some time, I realized that it must be a NEW HUMAN EMOTION. One the general population had never felt before. I decided to call this emotion, "heavy-sixer," (in honor of the console I was playing on) as in, "Yeah, I'd like to go with you guys tonight, but I'm feeling a little heavy-sixer, so I'm just going to stay home and pull my hair out."

I know you are all probably wondering if what I am saying means the game is good or bad. I honestly don't know. I can tell you that if you do acquire the game, you will spend all of 30 minutes on it before getting bored. You literally just press the fire button. No joystick movement is needed. I will also tell you that it is sort of like a primitive Dance Dance Revolution, just without music. And graphics. And movement. Finally, I will tell you that the best thing about this game is the experience of a new human emotion. Don't believe me? Try it. Just make sure someone is there to catch you when your eyes roll back and your senses fade out.
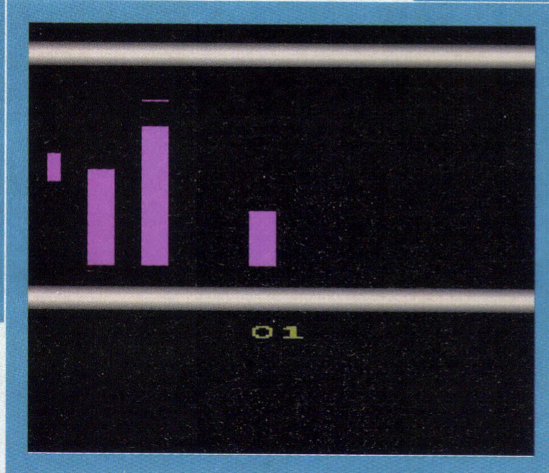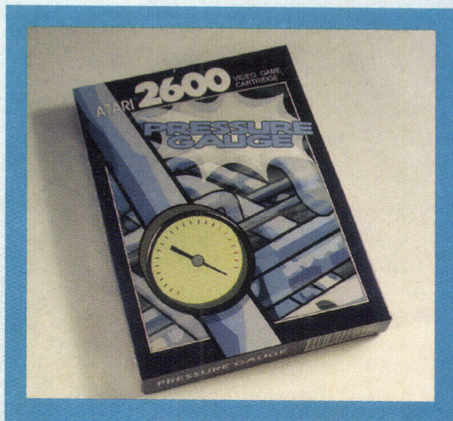
Feet of Fury

System: Sega Dreamcast
Developer: Cryptic Allusion
RetroPublisher: GOAT Store Publishing
Online: www.goatstore.com
Reviewed By: Jaysen Mercer

You're not seeing things. This is a RetroBrew dedicated to a new Sega Dreamcast game. And some of you silly readers thought we wouldn't cover anything past the Nintendo Entertainment System!

Feet of Fury (FoF) is the first title published by GOAT Store Publishing, though from the quality of the final product you would swear that these guys are pros. First impressions are always a big deal, and that isn't any different on the homebrew scene. Some Retro-Publishers are already blurring the lines between what a homebrew and "real" release constitutes. GOAT Store is definitely one of those publishers.

FoF arrived in my mailbox perfectly shrink-wrapped, just as any other Dreamcast game would arrive. As I peeled the shrink-wrap off and opened the case, I realized that there was virtually no difference between an official release and this game. Granted, it's a little easier when the standard packaging of the system is a regular old CD jewel-case, but still...

After dusting off my trusty little white wonder (that's my Dreamcast, in case any perverts reading this got the wrong idea) I plunked in FoF and did a few stretches to loosen up the legs. The whirring of the Dreamcast air-cooling system (or was it water cooled...never did find out the story behind that) brought back fond memories of

Soul Calibur and Seaman (again, for you perverts, that was a unique Sega DC game). Before I knew it, I was into the professionally designed main menu, selecting a song, and dancing away.

At first step, this game appeared to just be another Dance Dance Revolution knockoff. There were the usual rising arrows, frantic steps, and techno music. The only difference being that I was forced to battle a CPU guided opponent. Then I started noticing these strange arrows appearing now and then. It wasn't long before I realized that these were attack arrows. With these unique arrows, I was able to do a bunch of nasty things to my opponent's arrows, including speeding them up, making them wave around the screen, and throwing a bunch of extra ones into his mix. One specific arrow even let me build up my health meter. Health meter? Yeah, you read that right. Both players have health meters.

It was about this time that I started to catch on to the now obvious Street Fighter style inspirations, such as the character selection screen, rounds, and post-fight taunts. This added a whole new level of thought to the game, so I quickly brought in a friend to battle against. If you are thinking "Breakin' 2: Electric Boogaloo," you're probably on the right track.

It is in the two-player versus-mode that this game truly shines. Most rhythm-based games let you compare scores at the end of the game. FoF actually lets you
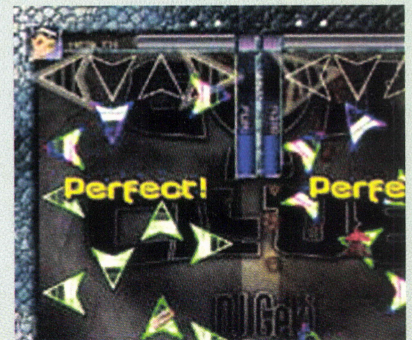
manipulate each other's side of the game in order to create a sense of conflict between the two of you. Once you both get the hang of what you are doing, it becomes a total blast to play.

The main game is sweet enough as it is, but developer Cryptic Allusion sweetens the pot with unlockable songs, characters, sounds, and a special treat or two. They also throw in a "Typing of Fury" mode that utilizes the Dreamcast Keyboard and gives your body a rest once you've boogied your ass off.

I'd like to be able to recommend this game to everyone based on the concept of high quality independent publishing alone, but I'm not sure that FoF is that type of game. If you still haven't played a dancing game, and don't have a Dreamcast Dance Mat, you'll probably want to skip it. On the other hand, if you already like these types of games, you will love FoF, so buy it before the lot sells out!
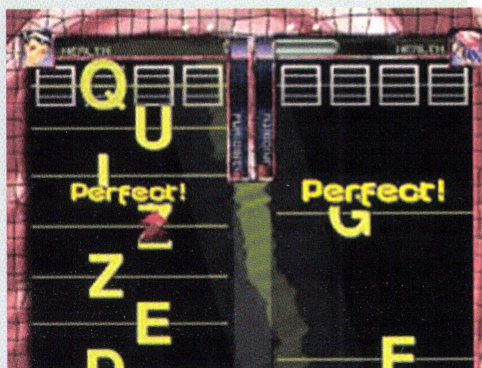
It Came From The Desert

Inspired by the 1954 B-movie Them!, in which nuclear-supersized ants gorge upon the unsuspecting residents of a Nevada community like Marlon Brando wolfing down a box of cherry bonbons, It Came From the Desert is an hour's worth of cheesy full-motion video clips glued together by a trio of poorly executed mini-games. It's arguably the worst "interactive movie" for the TG-CD, from the developer that pioneered the heinous genre.

Desert casts the player as Buzz Lincoln, a rebellious high-school senior in the sleepy desert burg of Lovelock. Rebellious by '50s standards anyway, which means he wears a leather jacket and drives a motorcycle. In any case, when a pickup truck spills its cargo of radioactive waste at the outskirts of town, the local ant colony grows to unusual size, develops a collective super-intelligence, and starts recruiting the eccentric citizens of Lovelock into the nefarious "Antmind" with false promises of stock options and a great dental plan.

As events unfold in eight days of game time--which will soon seem like eight days of real time, given the endless CD-ROM access--you're given the task of stopping the Antmind before it constructs and detonates
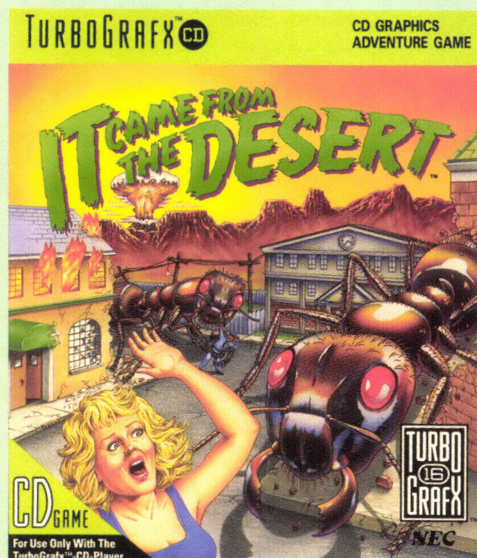
an H-bomb to enable its quest for world...DOMINATION!! Every morning, afternoon, and evening, you pick a Lovelock location from a list, watch a triumphantly over-acted video clip, and play one of the aforementioned mini-games. It doesn't matter how you do at the mini-games, however; all you gotta do is kill the ant queen on the seventh or eighth day for the good ending, or let her live for the bad ending.

In 1992, Desert's digitized video was a very impressive technical feat; in 2004, there ain't nothin' impressive about quarter-screen, four-color, 15-fps video clips accompanied by humming, heavily compressed sound. Even if you manage to choke down the primitive FMV, you'll gag on the pixel-chewing performances of the dinner-theater rejects who make up the cast. Not that the dialogue would give Tarantino or Mamet any sleepless nights, but coming from the mouths of an acting troupe that was apparently competing to see who could go

the farthest over the top, it's never anything but awful.

The first of the mini-games is an overhead-view sequence in which you lob grenades and dynamite at the big ol' bugs and their gaping antholes. The action screeches to a near-halt when more than a few ants are on-screen, the controls make it very difficult to execute your limited number of smart-bomb attacks (not that you ever need to), and the gameplay never gets more challenging or interesting.

The mini-game in which you dash through mine tunnels while blasting ants and zombies is plagued with problems. The controls are sluggish, the grenades are useless (instead of throwing them at the rapidly moving ants, your character slowly places them on the ground at his feet!), the wire-fu backflip is useless, and the action is squeezed into the middle third of the screen. This is unquestionably the worst segment of the three.

The third mini-game is a disturbing sequence in which you move a targeting reticule around the screen and shoot a certain number of scurrying ants before they skeletonize a prone victim. This mini-game becomes more challenging as the game progresses, and it's the only one with a clearly defined goal, making it by far the most entertaining.

The actress who plays Buzz's would-be love interest is pleasantly restrained (and very cute), and the ability to save at any time is a welcome option, but one monochromatic hot chick and one ahead-of-its-time feature isn't enough to distract from the fact that It Came From the Desert is, first and foremost, a really bad semi-movie.

Final Score: D

RetroReview
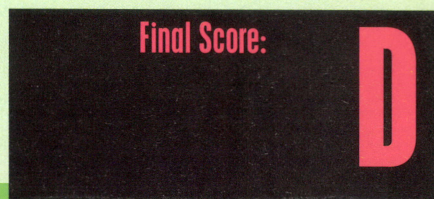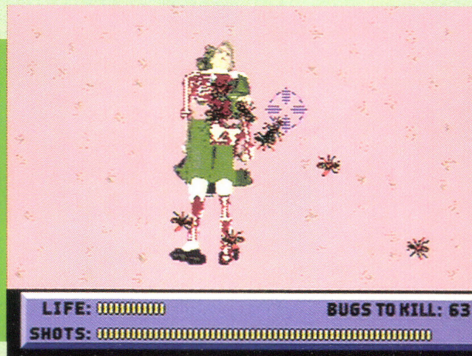
Spiderman: Web of Fire

System: Sega 32X
Lead Developers: Zono,
Tom Lynch
Publisher: Sega
Released: 1996
Reviewed By: Michael Belmont

Want to see a 32X fan drool? Mention Web of Fire (WoF) to them, and watch the saliva flow. Next to the legendarily rare UK-only release of Darxide, WoF is the most rare and sought after 32X game in the system's library. Reaching prices of anywhere from $60 to $120 on ebay nowadays, this is a title strictly for the hardcore gamer and collector.

The story begins as the evil Hydra creates a mammoth web of lasers that covers all of New York City, destroying all buildings in its path. Amidst the chaos, fellow superhero, Dare-Devil, is captured as Spider-Man starts out on his mission to liberate the city from Hydra's Web of Fire.

Like the first two Sega-made Spider-Man games, you run around punching out enemies, swinging through the air and crawling around walls in an attempt to take on one of the dumb-as-brick bosses that awaits; pretty standard stuff. There is more emphasis on the hand-to-hand combat than in the previous games. To adequately handle all of the fist-fights, Spidey can now execute combo-attacks on enemies.

Eventually you are able to rescue Dare-Devil, which enables you to receive icons that can be used to call his sorry ass

out to decimate whatever poor enemy may be on the screen at the time. Think of it as Ninja Magic, just much crappier looking...

Instead of using the hand drawn graphics of the previous two Spider-Man games, Blue Sky opted to go rendered for WoF. Almost everything in the game has been pre-rendered and looks absolutely amazing. The 32X's greatly expanded color pallet and on-screen count really helps bring out the "WOW!" factor in everything from Spidey to the enemies and, especially, the levels. The game gets more and more impressive the further you make it, reaching a climax on the last two levels of the game: Hydra's ship. Though I could talk all day about the game, this level takes the cake and just blew me back the first time I saw it. As you fight your way through the ship, you'll be constantly distracted by the beautiful city scrolling by the ship's huge windows. Over time, the ship actually dips beneath the ocean and actually descends into it, giving you a gorgeous view of the ocean floor and various sea life swimming by.

The game controls just as wonderful as it looks with some ultra responsive movement that'll get you around the levels

easily. A bit of friendly level design also helps in the game's playability, making most situations come out all right as long as you just shoot a web when in doubt. The sound is a mix of seriously over-synthesized music pieces along with sound effects that are about what you'd expect. Spidey's web has that convincing "thwimp" you've imagined from the comics, and the punch/kick sound effects are of standard fare.

The only real fault I can find with Web of Fire is the total lack of adequate A.I. It seems to range from mediocre to outright idiocy. Mid-level enemies generally put up a decent enough fight, but since you can just outrun or simply swing over them you're never really forced to feel the burn. Bosses, though having the power to make you real dead real fast, are hindered by the fact that you can take each and every one of them out by simply sticking to the closest wall and crowning them about the head until they drop.

In conclusion, WoF is a solid side scrolling action title with excellent graphics that are (shockingly!) supercharged by the 32X. Though I can't say it's worth anything over $40, if you can find yourself a copy for less, go for it, you'll be glad you did.

Final Score:

B+
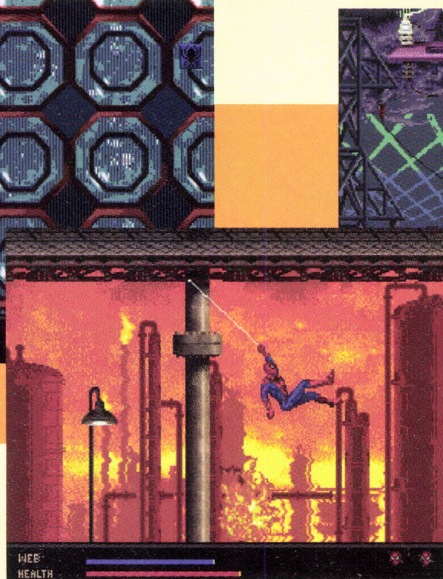
Stunt Race FX

System: Super Nintendo
Developer: Nintendo
Publisher: Nintendo
Released: 1994
Reviewed By: Jamie Starr

Damn, these graphics are unbelievable! It's freaking 3D racing on my Super Nintendo! Who would have thought this was possible? Sure, my PC can do it, but my Super Nintendo?

Those words were uttered by me almost ten years ago today as I sat down with Stunt Race FX for the first time. Imagine my anxiousness as I fired it up again in 2004, ready to relive past glories and bask in the brilliance of the prodigious FX chip. I put the cart into my royal purple and gray machine, pushed the dimpled power switch up, jacked right into my first race...and immediately powered the almighty SNES down. That's right, I turned the sucker off. Why? You tell me. Why don't you go and play this drivel again? That's right, I called it drivel.

Before you guys (and gals) get all bent out of shape and start sending me hate mail like you did for my Gaiares review (classic, my ass), I implore you...please go play this game again. I can assure you that it is not what you remember it to be. I'll bet you remember it just the way I did in those opening sentences above. You're probably salivating over the thought of pulling this

cart out of storage or adding it to your collection via a purchase through ebay, or for you cheap bastards, downloading it for emulation (please note that Mr. Starr's comments do not necessarily reflect those of Manci Games Magazine's editorial staff - ed.). You're probably thinking, "Aw geez, old Jaime here doesn't know what he's talking about. That game was great!" To which I respond: Just go play it again!

Look, the game does have its redeeming qualities. The music is the stuff of legend. I was bouncing in my seat through the whole thing (and not just because of the positioning of the pillow I was sitting on). The actual gameplay and physics are also pretty good, and I would dare say, way above average. But the frame-rate... Good lord... I've seen pre-schoolers draw those crappy crayon pictures faster than this game updates the screen. The game can't be chugging along any faster than 10 to 15 frames per second.

Here's the problem: What good is great physics and gameplay if you can't even tell what your button press did until a split second after you press it? I felt like I was

playing an online Dreamcast game.

For those of you unfamiliar with Stunt Race FX, here's what type of game it is: a racing game. Pretty simple, eh? It's just your standard polygonal racing fare, but with lots of cool jumps thrown in for good measure. There is also a stunt-mode included, but it is even less enjoyable to play than the main racing game.

I've played many-a-retro game lately, and I've enjoyed a lot of them. So, I know its possible to play an older game and still get enjoyment out of it. If you look at the little tagline below "RetroReview" at the top of this page, you'll notice that it says, "Old Games. New Perspectives." And therein lies the problem with Stunt Race. The game was fun 10 years ago, but now I just find myself wanting to switch off this stuttering, headache inducing, seizure causing piece of silicon as fast as I can.

Some might argue that you just can't compare a racer of yesteryear to the standards of today. Oh yeah? Then why do I still play the hell out of R.C. Pro Am, which came out about six years before Stunt Race? Because R.C. Pro Am still serves up the fun-factor, even when played under new perspectives.

Final Score:

B-

Ninja Master's

System: Neo Geo
Developer: ADK
RetroPublisher: SNK
Released: 1996
Reviewed By: Ken Pyle

There's not many games for a home console at $600 a pop that you can say "flew below the radar". When people think Weapons based fighting on the Neo Geo, their knee-jerk reaction is Samurai Shodown then, The Last Blade. Seldom, if ever, is Ninja Master's (NM) talked about.

NM is an interesting little game. It's one of the Neo Geo fighting games that you can truly say is "not-just-another-Neo-fighting-game." Does that make it an excellent game? No. However, NM is a solid fighting game that takes a few chances and creates what is generally an enjoyable experience.

Graphically, NM is one of the "tweener" games. It sports the signature mid-90's graphical touches (choppy animation included) along with some pretty cutting-edge stylization that at least makes for an interesting look. The between match portraits make a real impression, for sure. They're very stylized and add a lot to the feudal-Japan atmosphere that permeates this game.

The characters are yet another mixed effort. Karasu, the Black Crow, is a great and unique design, as is Goemon, the bomb and fire-wielding warrior. Highlighting this group is Unzen, one large, bald, and bad-ass character. Think of the last guy you'd like as a cell-mate in a Tokyo prison and you're getting close to the feeling you get when you see him. He's a blast to play and is one of the most intimidating characters ever to appear in a fighting game. Why the Kasumi character from NM was chosen for the Capcom Vs. SNK series while these excellent designs fell by the wayside still escapes my mind.

The rest of the roster is uninspired. The aforementioned Kasumi is yet-another-stereotypical-female-fighter. Raiga is a butcher's knife wielding run-of-the-mill character. And Tenho looks like every mustachioed old geezer you've ever seen in a Kung Fu movie. The rest… well… you get the idea. As always, the ubiquitous Ken & Ryu clone fighters also make an appearance, complete with lifted story!

The gameplay? Fast. The controls? Tight and responsive. Unlike the King of Fighter's and Samurai Shodown's of the world, you need not be a fighting fanatic who spends hours upon hours pouring over combo charts and videos to become a good player. The engine isn't terribly deep or complicated and the dial-a-combo system is quick and easy to learn. This is one of the reasons this title didn't get a lot of praise when it was released, but I feel that this is one its more charming qualities. Have a buddy that kills you with 25 hit combos in King of Fighters '98? Put this game in, learn the specials and tap the A and B buttons in between. He'll be crying himself to sleep in his parent's basement tonight!

The music is adequate, if not entirely forgettable, but even the music isn't as bad as the sound effects. The voices and voice actors are bad… Late-Night-Cable-Skin-Flick bad. The announcer is barely audible. Thank developer ADK for this. You'd think with the pedigree of voices and samples that the Neo had by 1996, they could've at least done us a service and ripped another game off. (Yes, I said that.)

Overall, NM is worth your time. Is it worth $600? No. It's an interesting fighter that I like to take off the shelf when I need to cut loose with some friends and even-out the playing field. It grows on you after time, but it won't ever be your favorite fighter. Go in with an open-mind and you'll have at least a few hours of fun.

Final Score:

B

I smell blood!
Something is calling me!
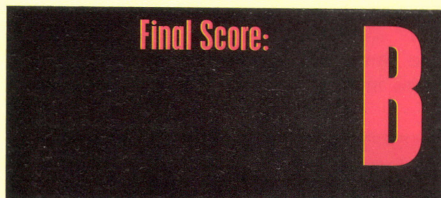
RetroReview

Kid Chameleon

System: Sega Genesis
Developer: Sega
RetroPublisher: Sega
Released: 1992
Reviewed By: Jaysen Mercer

© 1992 SEGA

Pity the poor gamers who haven't played Kid Chameleon, for they know not the greatness a Super Mario Bros. (SMB) influenced platformer can achieve.

That being said, it would be foolish to think that Kid C is just a derivative clone. The graphics are beautiful, the jumps are high, the controls are perfect, and the characters are many. Actually, the character swapping aspect of the game (just smash a special block and grab the helmet) was what drew me to it back in the early 90's. I was just a teenager in 1991 and it was a major decision when it came time to buy a game. I'd study each box carefully, turning it over to view the cover art on the front and the screenshots and descriptions on the back.

I had been hearing about the game for a few months prior to its release via the vulnerable mag Electronic Gaming Monthly. I was amazed at the possibility of, in a sense, playing many different platformers for the price of one. The character swapping aspect of the game was pushed heavily then, and remains impressive now. Put on the ninja's helmet and your character swings a sword and can cast ninja magic. Switch to the Jason Vorhees look-a-like and throw axes while gaining extra lives. There's even a strange tank / head character that fires skull bombs. All told, there are ten different available personas to wrap your skills around, with each one playing markedly different than the last. It is this feature that ultimately separates Kid C from the game it was inspired by.

Just like in SMB, you smash blocks with your head, but now you can jump almost to the top of the screen, depending on the character you are using. Just like in SMB, you can destroy enemies by jumping on them, but now you can also toss axes, swing swords, or blast them with a skull bomb. And just like in SMB, there are special blocks, but the blocks presented in Kid C are unbelievably inventive: high bounce rubber blocks, bullet blocks, and growing blocks. The cool thing about some of them is that they react differently depending on the character you are using. Don't try to high jump onto a regular block with the Iron Man. His immense weight will crush the rock and you'll fall down into the room below.

Flashback again to 1991: Another reason I decided to make Kid C one of my chosen games was the fact that the box declared there were "100+ Levels," and "1850+ Screens". I thought this surely was a misprint, as no game could possibly hold over 1,850 screens. I think one reason I bought the game was to see if these guys were smoking something that made them see double the screens than were actually there. Again, this facet holds up extremely well over ten years later. According to Steve Woita, Kid C programmer, the game actually does feature that many screens, though you'll never see them all in one game, due to branching paths. Instead, you might only see 1,000 or so. Gee, what a let-down.

If there is one negative to the game, it is that there is no save or password system. You read that correctly. You must play the game from start to finish in one sitting. Woita concedes that the only way to do this is to either play the damn thing for 40 hours straight, or leave it paused while you get some rest. Probably not a good idea, fire-safety wise, but Woita said the designers wouldn't have had it any other way. "We wanted to test the skills of the players. Besides, if it had a battery in it, it'd probably be a dead cartridge today."

Bottom line: If you are a 2D Super Mario nut, you MUST give Kid C a try.

Final Score:

B+
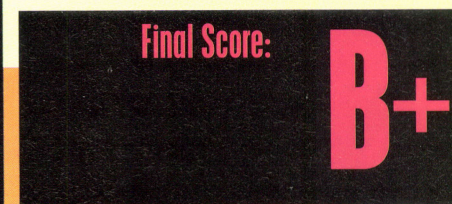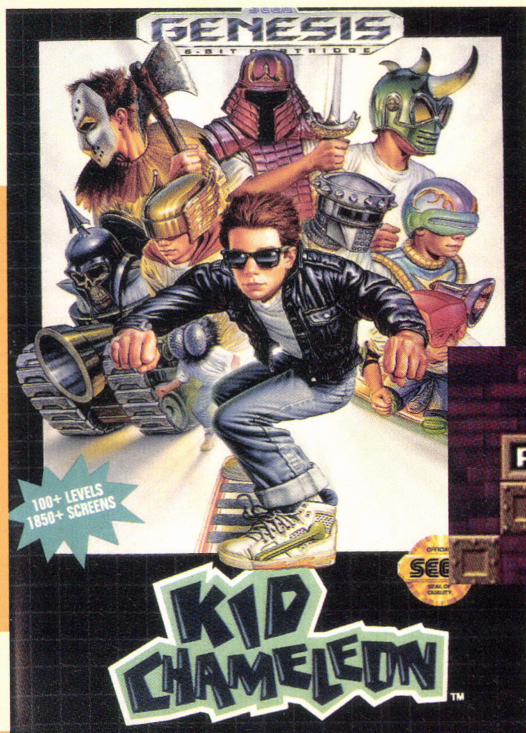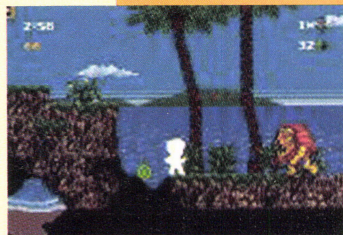
Turbo

System: ColecoVision
Developer: Sega
Publisher: Coleco
Released: 1982
Reviewed By: Patrick Wong

In the beginning, driving/racing car fans only had two real choices at home: Atari 2600's Indy 500 or Night Driver. Using the paddle or racing controllers (depending on the game), driving fans spent endless hours racing for the top spot. Deep down, however, racing fans wanted more than what Atari could offer. Little did they know that a new revolutionary game was about to leave its mark on the home gaming industry for all of the 80s: Sega's Turbo.

This monster hit also came with an enormous tag line: "Expansion Module Number 2." It also came with a huge price tag, $74.99 (for both the controller and the game), which almost immediately marked this game as a Christmas or Birthday present or as a potential reward based on shaky promises of straight A's on a report card.

Turbo was impressive with its spectacular and colorful graphics, especially when compared to the dark but effective Night Driver or the bland boring colors of Indy 500. While some of the details and tracks were missing from Colecovision's port, Turbo was done so well that kids on the playground were duped into thinking that this was a perfect port.

Perfect port or not, the fast-paced Turbo is not a game for beginning racers,

ARCADE GAME CARTRIDGE

#2413 TURBO™ by Sega included with Expansion Module #2

You're in control of a high performance race car. Use the steering wheel, accelerator foot pedal, and gear shift of Expansion Module #2 to drive to victory! The course includes city streets, tunnels, bridges, and country roads. Shift into high gear—accelerate—change lanes! Negotiate twisting curves, pass other cars, avoid open cuts, oil slicks, and other hazards to make it into the winner's circle!

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who are usually intimidated by how fast the cars can come at them. Unlike Atari's Night Driver, where releasing the gas button would freeze the action and allow the driver to see the oncoming car's positions, there is no pausing to peek ahead, making a quick reaction your best friend.

Just like the arcade game, the home port starts off in the city and moves on to other familiar tracks such as the country road, the tunnel, the snowy road and the seaview-curve.

The rules are simple: pass as many

cars as possible in 99 seconds and if you can pass 30 cars, time gets extended. Notice there are not any checkpoints, unlike many of today's racing games.

Besides opposing cars, other obstacles like snowy roads, oil slicks, and road borders will slow you down as you try to finish the race. Strangely, Turbo does not feature any hairpin turns. While the seaview-curve track sort of simulates the idea of your car on a turn, it is really just an illusion and not a true hairpin turn.

The game even includes a mysterious ambulance which occasionally shows up and serves no real purpose other than to distract you. Your first thought might be to drive behind it to use it as a shield against the other cars. No dice here, as cars can still crash into you. To top it all off, it takes away a part of the already small driving field. It is too bad that the ambulance was not used as an added dimension to a driver's strategy. Instead you just watch it zip away faster than your supposed "race-car" after its brief appearance. How it manages to do this is a question that will never be answered.

So what sets Turbo apart from almost all racing games of its era? No doubt, it is the steering wheel controller. No other system during the 80's ever offered one. Even Atari did not issue one for use with its blockbuster rival, Pole Position.

Ironically, the steering wheel was also its weak point. The wheel was designed for kids, and as such was made to a much smaller scale than its arcade counterpart. Another pain is that you have to use the Colecovision controller for your gear shifter, since the wheel does not include one. It even required the use of four "C" cell batteries.

In the end, Colecovision's Turbo is a true racing game for retrogamers. All other racers can eat its dust.

Final Score:

A-
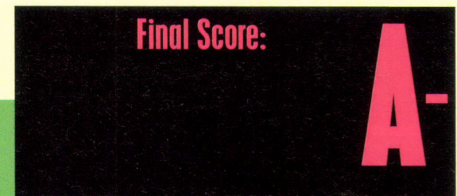
Ninja Gaiden: XBOX vs. NES

by Jaysen Mercer

When gamers heard that Tecmo was going to make an XBOX update to their groundbreaking 1989 Nintendo Entertainment System game, Ninja Gaiden, they drew in a collective breath, held it, and released it slowly. Many classic games had braved into the new world of 3D graphics and came out a little worse for wear. For each Mario 64, there are five Contra: Legacy of Wars.

Ninja Gaiden was a personal favorite (watch for a review in Issue 3), so I was extremely excited by this news. I counted the days until it would arrive on the XBOX. And then I counted some more. And some more. And some more. The game suffered more than one delay and I had begun to wonder if these were signs that all was not well within the Ninja Gaiden development team.

The game was finally released in March, 2004. The night before I picked up my copy, I broke out the 'ole NES deck and gave the classic a run for its money. No question, the game still held my attention. The next day, I sat down and powered up the new iteration for the first time. One thing becomes apparent from the get-go: the XBOX game has captured the soul of the NES classic, right down to the infuriating difficulty (a trademark of many 8-Bitters).

The NES version featured cut-scenes, which were a true rarity for an action game in 1989. Most "cinemas" for action games at that time consisted of one screen with a guy holding a gun and a goofy caption that said something like, "Next time...THEY'LL PAY!" The XBOX version continues the original's storytelling tradition, albeit with much prettier graphics.

The next obvious nod toward the 8-Bit version is the numerous wall-jumps that Ryu must execute. The XBOX game makes a point to tutor the player through wall jumps from the first level of the game. For some reason, these jumps feel more natural on the NES version, where I found myself in rhythm with the walls at certain times. This feeling didn't come across very well on the XBOX game.

Another similarity is the use of Ninja Magic to spice things up. Some of the magic forms (such as the fire-wheel) are identical in both games. It's pretty cool to see the 2D representation go 3D 15 years later.

The major problem people have with NES Ninja Gaiden is that it is unbelievably difficult. This challenge is rectified somewhat by the generous decision to give the player unlimited continues. The XBOX version's major problem is the camera, and

unfortunately there are no rectifications.

If you bit it in 1989, chances are that you screwed up. You hit jump when you should have hit slash. Or you hit forward when you should have hit back. In 2004, there is still the possibility that you screwed up, but now the odds are that you just couldn't see what the hell it was that you were supposed to be fighting. It's a common problem faced by many 3D action games, and frankly, I can't figure out why they haven't figured out how to do it right by now. We've been in the 3D era since 1995. You'd think that someone somewhere would have perfected the method and shared the secret with the rest of the world. Instead, I'm forced to watch Ryu take up a quarter of my screen while projectiles pelt me from unseen enemies (maybe they are in stealth-ninja mode?).

Bottom line: both games are a good time. The XBOX version features what are probably the prettiest visuals in any action game ever, while the NES version features challenging, but fair gameplay that is just as entertaining in 2004 as it was in 1989.
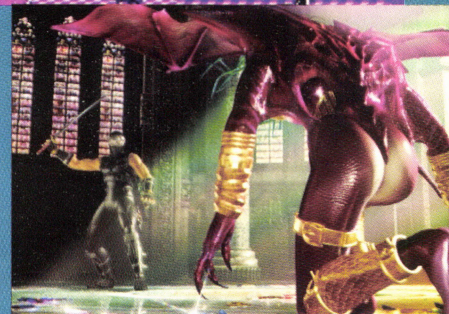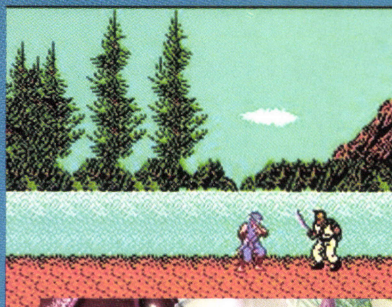
Photograph Boy
by Geoffrey Miller

Prototypical All-American boy David Goldman has wanted to be a photographer for as long as he can remember. That dream is put to the test after David's parents are tragically killed in a plane crash. All hope seems to be lost until help comes in the form of his photography school's dean. Sympathetic to David's plight, he offers to test his skills and allow him to graduate if he can pass a series of tests.

Doesn't sound like the best idea for a game, does it? Apparently, Irem (creators of classics like R-Type and Kung Fu) thought otherwise when they developed Photograph Boy for the PC Engine (known as the TurboGrafx-16 in North America) in 1992. The game is essentially a sidescrolling action game in disguise. Instead of attacking enemies with your weapon, you're taking pictures of people and events. There is only one rule: the weirder the better.

Gameplay focuses on a simple combination of memorization and reflexes, but it's the unique take on American culture through the eyes of a Japanese developer that makes this game both insightful and highly entertaining!

At the start of each level, the dean briefs David on what he'll encounter and gives him a hint or two (in Japanese, of course). The dean also fills him in on the amount of points needed in order to advance to the next level.

Once the level begins, David can move around and jump while aiming his onscreen camera reticule and finding suitable targets to capture for photographic posterity. He has limited film to achieve his goals, but he can get more through photographing certain objects. There are also obstacles (usually outlined in red) that will cause David to lose film if he comes into contact with them. You can eliminate these obstructions by taking their picture. Knowing when to use precious film to take out a particularly nasty obstacle is one of the major strategy challenges.

You won't have much time to second-guess your moves in Photograph Boy. Forced horizontal scrolling - the screen advances left-to-right regardless of your input - ensures that the action keeps going at a steady pace. While moving at a constant clip keeps the game engaging, there are some frustrating issues that crop up. On any one level, there are only a small amount of targets that bestow the amount of points required to pass. The window of opportunity for getting the right pictures might be a few seconds at most, especially in the later levels. This leads to a lot of close misses and the unfortunate need to memorize locations and timing in order to get those crucial photos. These flaws, combined with the slightly awkward control of both David and the reticule, detract from the otherwise innovative and fun core gameplay.

The PC Engine - originally introduced in Japan to compete against the Famicom (NES) - is certainly far from a graphical powerhouse, but the distinct look and style of the game transcends the platform's limitations. David and the other characters are drawn in a cartoon-like, deliberately-disproportionate way. More interestingly, the game prominently pays tribute to icons from nearly every aspect of American pop culture. You'll find Marilyn Monroe, Spiderman, Michael Jackson (twice!), King Kong, and too many others to list. Some things, like a stereotypical inner city "ghetto" stage and light-hearted treatment of clashes between Native Americans and cowboys, would have raised eyebrows if the game had gotten a domestic release, but it's very much an innocent tongue-in-cheek send-up. There's also the usual brand of risqué and scatological humor seen in Japanese games, including several streakers, women showing off their assets at the beach, and a fair amount of flying poop.

While it's far from a perfect game (and a short-lived one at that) it's worth seeing Photograph Boy for yourself. It is a hard game to find in its original PC Engine HuCard form, and usually fetches around $60+ through American online retailers and auction sites. However, there was a great PS1 reissue in 2002 as Volume 94 of budget publisher D3's "Simple 1500" series. It has an ugly new cover and nasty looking title screen to go with it, but the cheap price (around $20 new) along with a new level and two-player mode (featuring a new Photograph Girl) far outweigh those minor grievances. Regardless of which version suits you best, Photograph Boy is a great addition to any gamer's import collection.
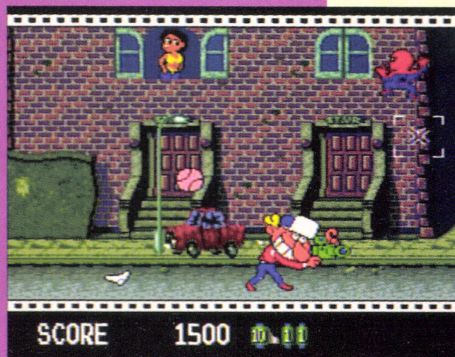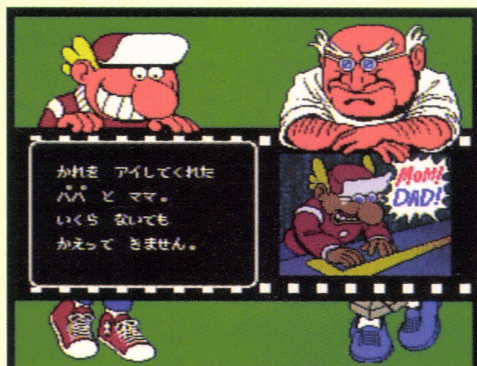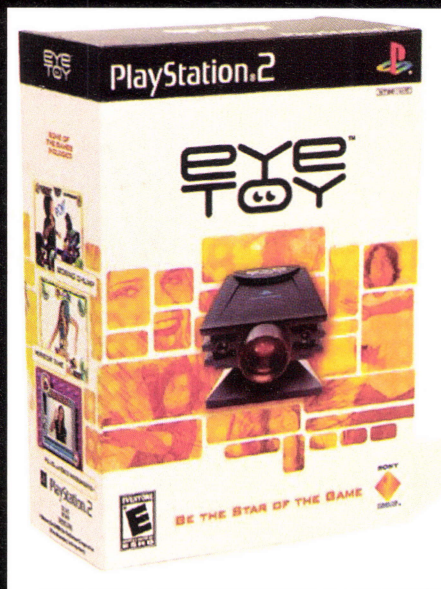
The Game Scholar

By Leonard Herman

Welcome to the first installment of The Game Scholar. In this column, I'll bring you anecdotes from the wonderful world of videogaming's past, present, and future. No matter the era, I'll always put it into an historical perspective. What you won't find here are game reviews or strategy tips. What you will find here is stuff about gadgets you've tried, things you might've heard about before, and just maybe... if I'm really lucky... some things you never knew existed. If you have any questions, or have an idea for a future column, please write to me at: gamescholar@rolentapress.com.

This month, I'm going to talk about Sony's recently introduced Eye Toy. Initially, I thought this was one of the coolest devices to come out in years! Then it dawned on me that getting your image into a videogame wasn't really anything new. After all, Ralph Baer, the father of videogames, invented such a device in 1983 to reward high-scoring arcade gamers. Just about everyone has typed their initials into an arcade game or two, but Ralph's idea was a novel one: Let's put the gamer's face on the screen instead! In theory, it was a grand idea. But, as often happens in the real world, it drew completely unexpected results. During test marketing of the device, quick-witted gamers "mooned" the camera instead of smiling for it, thus dooming the experiment to instant failure, at least for the time being.

Nintendo tried it again in 1998 when it released the Game Boy Camera, which even included a game where you could put your face over the on-screen char-

acter and make it seem like you were in the game. Another gimmick was the ability to print out stickers via the Game Boy Printer. Whoop-de-doo, right?

On the whole, the Camera was a

> ## "How exciting would you find a game where you had to wipe soap bubbles from an on-screen window using a controller?"

novelty piece that came, saw, and didn't conquer, thanks in large part to its poor image quality and monochrome color-set. Well, that... and all of the mortified parents who were finding stickers of little Johnny's "moonshine."

So that brings us to Sony's Eye Toy, which, while not original, really puts an

inventive spin on the idea of marrying a camera with a videogame device. Unlike the previous attempts of joining videogames with cameras, Sony's attempt comes off pretty well. The image quality from the $49.99 camera is surprisingly good, and the package even includes Eye Toy: Play, an assortment of fun but pointless games.

Think about it. How exciting would you find a game where you had to wipe soap bubbles from an on-screen window--the object of one of ETP's games-- using a controller? Yet, such a game is indeed fun (and exhausting) when you're the on-screen character, wiping the window with your hands and arms.

The question then becomes: how long will the appeal last after repeated plays? When you try it for the first time, you'll probably have hours of fun washing windows, playing soccer, or engaging in any of the other activities that come with ETP. The harsh reality is that these games lack substance, and after you've gotten over the novelty of seeing yourself on the screen, you're going to want to do something else... like clip the dog's toenails, or watch paint dry.

In order to keep the Eye Toy entertaining, Sony has to release more sophisticated games for it. They do have Eye Toy: Groove, sort of an Eye Toy meets Dance Dance Revolution, slated for release. If you're into rhythm/music games, you're in luck. Otherwise, just keep watching paint dry until a third Eye Toy collection is released. Or you could always follow the inspiration of that unknown arcade player from nearly twenty years ago and play some soccer his way! Now that might be interesting.

- Leonard Herman, author of "Phoenix: The Fall and Rise of Videogames", is currently writing his next book on the life of Ralph Baer.
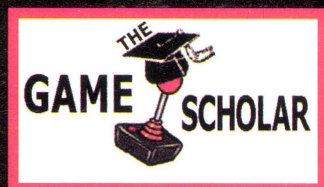
Do You Remember When The BIG ONE Hit?
by Zack Alves

Here in the San Francisco Bay Area, a common question is "Do you remember when the Big One hit in '89?" As a fanatic Retro Gamer, my perception of "the big one" has nothing to do with the 7.1 earthquake that rocked the west coast that year.

I was a pudgy 12 year old with a knack for eating too many Oreos and Mario was the brother I never had. This little fat man ran, skipped and jumped with me everyday after school. He could even shoot fireballs, and save princesses. What more could a kid ask for (besides being transformed into a ninja)?

Nintendo made us want it. They made us want it bad. They teased us with countless ads. They even released the movie "The Wizard", which was essentially one long commercial for Super Mario 3. I wanted it so bad that I got grounded for telling my Dad that I would beat up the kid next door and tie him to a tree if I saw him walking home with a copy. (I even had the rope.)

My best friend and I would call the local Toys R Us everyday after school and ask when Super Mario 3 was coming in. Sometimes we'd call three or four times a day in different voices. It was only a few days before the store clerk told us to "stop calling and just wait like everyone else."

But that wasn't going to happen. We had been burnt before.

A couple years prior, Nintendo had a so-called "chip shortage" and couldn't make enough Super Mario 2's. They even ran a 20/20 special on TV during the Holiday season showing people throwing money and swearing at a cashier for the last copy of the game. The few copies of Super Mario 2 that the local stores did get were gone in minutes. We weren't going to miss out this time, so we devised a plan: We had to sell our NES collections and pool the money. We had to find a way to sneak out of our houses with our sleeping bags. We had to get every damn kid in our neighborhood to camp outside Toys R Us and wait for that delivery truck.

As the release day arrived, everyone chickened out, and I had to go to school. All day long, I heard of "so and so playing it" and "It's the greatest game ever!" It was the longest school-day of my life.

My Dad was waiting for me as I made my way home after school. He spotted me and said "Hey, there's something on your bed for you. Don't get all mental, just go check it out and then come back down here."

The next 30 seconds were a blur. I ran up the stairs as fast as my legs could pump. I nearly knocked my sister on her ass when I whizzed by her down the hall to throw open my door...

On my bed was... a pillow. And my sheets. And nothing else.
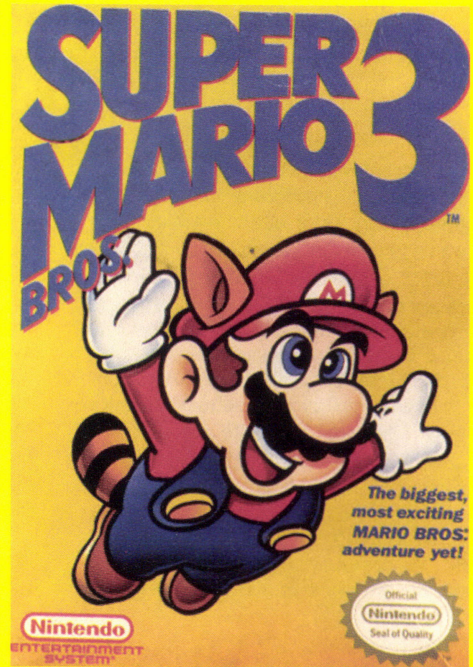
I was 12. I was a Mario addict. And I was being ridiculed by my parents.

It was too much for my little ham-legs to take. They gave way and I fell on my bed with a thump. Suddenly, I noticed that something was poking me in the back.

I rolled over and looked down, and there was that shiny yellow box with Mario's arms spread wide, flying through the air. In big blue letters it read: SUPER MARIO BROS. 3

For the rest of the evening, my Dad had me doing every chore imaginable. But it was ok. I was not alone. Millions of us kids were doing chores. And loving it. For we were on our way to the Mushroom Kingdom, and life was good.

-Want to share your Gamer's Life? Send it to: articles@mancigames.com with "Gamer's Life" in the subject header. We promise not to edit it too much. It's your story. You get tell it.
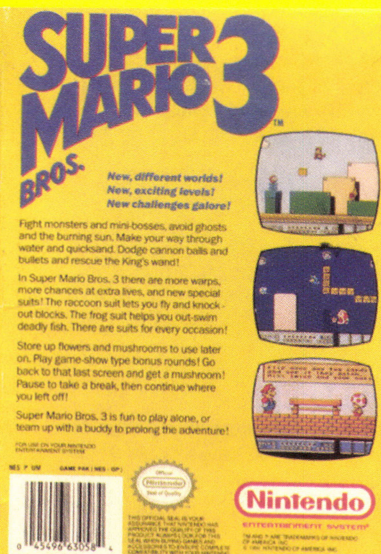
And Then Again...

I LOVE the RetroBrew section. On the other hand, I HATE price guides. I appreciate you taking the time to include it, but I feel as a collector that price guides are used for evil instead of good. Thanks again!

-Jimmy Vincenti

We Need to Understand

First and foremost, understand your audience. This is most important. I am a hardcore gamer, and have been involved with video games since before the Atari 2600. I had a brief departure when my 1st wife encouraged me to sell all of my video games since we needed money. Shortly after my divorce, I began to recapture everything I once had (except for the Activision Patches). I now treasure my gaming collection more than ever, and my 2nd wife understands that. I think that I fit the general profile of your audience, except that many probably found the right woman the first time! Most of your readers (75%) will be older than 30; I am 38. We treasure the fond memories of our past, but we want to continue living this way in the future.

That being said, looking into the past is nice but we need more. I enjoyed the article

Why are Mary-Kate & Ashley in Issue #2? Hang on, we'll think of a reason, dammit! Don't rush us!

HomeBrew du Jour!

with David Crane as his games with Activision blew my mind at the time. David concluded with stating how much he enjoyed programming for the Atari 2600, then why not program for it now? The homebrew community is a growing market, especially for a well known programmer like David Crane.

Also, I would like to see interviews with today's popular RetroBrew gurus such as Eduardo Mello (www.opcodegames.com), Daniel Bienvenu (marketed through www.gooddealgames.com), and John Dondzila. I would also like to know if some
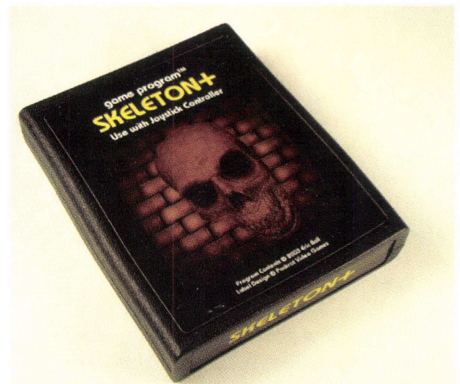
of the original developers such as David Crane would be interested in doing a homebrew now! I know Howard Scott Warshaw (Raiders of The Lost Ark, E.T., Yar's Revenge) is doing this, but who else?

I would like to see previews of the homebrews that are in development. I would like to encourage the developers to re-release some of their earlier efforts that many people can now only get on ebay. Perhaps they could make them slightly different than the original for the collector's.

I know you are just getting started and I have said a lot, but your magazine is off to a good start and I would hate to see it fail. My view is that the retro gaming community likes to reflect on the past, but not live in it. We like to know what existed in the eighties, but what is going on with it now? I still have an Atari 2600 and a ColecoVision, but I now play primarily to compete with others in Twin Galaxies. I still enjoy playing, but the competition is no longer with my neighbor...it is now with anyone in the world who is willing to compete with me.

-Troy Whelan

All great points Troy. We'd like to eventually cover all of those subjects and more. As time, space, and writers grow, we'll definitely be covering a lot of those items.

That's all for now. Just wanted to thank all of our readers. You have made Issue #1 an overwhelming success, and we hope you like Issue #2 just as much. Remember, drop us a line at: feedback@man-cigames.com to let us know what ya think.
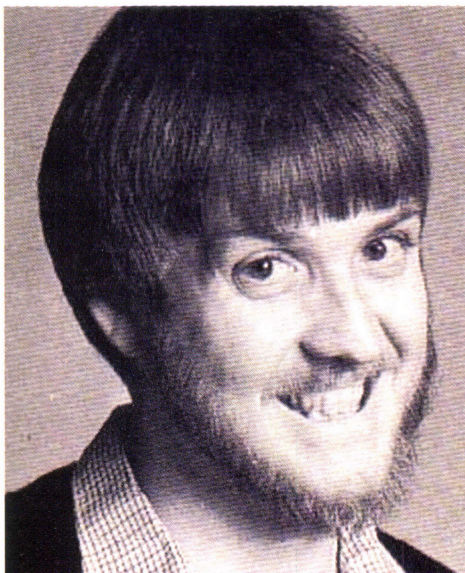
Do You Want This Man Creating Your HomeBrews?

OK. How About This Man?